

KORG



User Guide

MP10
PRO

OS 1.0

Ⓔ

Important safety instructions

Location

Using the unit in the following locations can result in a malfunction:

- In direct sunlight
- Locations of extreme temperature or humidity
- Excessively dusty or dirty locations
- Locations where there is excessive vibration

Power supply

Please connect the included AC adapter to an AC outlet of the correct voltage.

Interference with other electrical devices

This product contains a microcomputer. Radios and televisions placed nearby may experience reception interference. Use this unit at a suitable distance from radios and televisions.

Handling

To avoid breakage, do not apply excessive force to the switches, touch screen or controls.

Care

If the exterior of the unit becomes dirty, wipe it with a clean, dry cloth. Do not use liquid cleaners such as benzene or thinner, or cleaning compounds or flammable polishes.

Keep this manual

After reading this manual, please keep it for future reference.

Keeping foreign matter out of your equipment

Never put any container with liquid in it near this equipment. If liquid gets into the equipment, it could cause a breakdown, fire, or electrical shock.

Be careful not to let metal objects get into the equipment. If something does slip into the equipment, unplug the AC adapter from the wall outlet and contact your nearest KORG dealer or the store where the equipment was purchased.

**THE FCC REGULATION WARNING
(U.S.A. only)**

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**IMPORTANT NOTICE TO
CONSUMERS**

This product has been manufactured according to strict specifications and voltage requirements that are applicable in the country in which it is intended that this product should be used. If you have purchased this product via the internet, through mail order, and/or via a telephone sale, you must verify that this product is intended to be used in the country in which you reside.

WARNING: Use of this product in any country other than that for which it is intended could be dangerous and could invalidate the manufacturer's or distributor's warranty.

Please also retain your receipt as proof of purchase otherwise your product may be disqualified from the manufacturer's or distributor's warranty.

Unauthorized changes or modification to this system can void the user's authority to operate this equipment.

Notice regarding disposal (EU only)

If this "crossed-out wheeled bin" symbol is shown on the product or in the operating manual, you must dispose of the product in an appropriate way. Do not dispose of this product along with your household trash. By disposing of this product correctly, you can avoid environmental harm or health risk. The correct method of disposal will depend on your locality, so please contact the appropriate local authorities for details.



Data handling

Data stored in the memory may sometimes be lost due to improper handling by the user. Be sure to save important data to an external storage device. KORG will not be responsible for damages caused by data loss.

Data reset

When the instrument is turned off, some parameters will be reset.

Example screens

Some pages in the manuals show LCD screens along with an explanation of functions and operations. All sound names, parameter names, and values are merely examples and may not always match the actual display you are working on.

Cleaning the display

Use a soft cotton cloth to clean the screen. Some materials, such as paper towels, could cause scratches and damage it. Computer wipes are also suggested, provided they are specifically designed for LCD screens.

Do not spray any liquids on the LCD screen directly. Always apply the solution to your cloth first, then clean the screen.

Trademarks

Company names, product names, and names of formats etc. are the trademarks or registered trademarks of their respective owners.

Open Source notice

Portions of this product's software are copyright © 2009 "The FreeType Project" (www.freetype.org). All rights reserved.

Disclaimer

The information contained in this manual has been carefully revised and checked through. Due to our constant efforts to improve our products, the specifications might differ to those in the manual. KORG is not responsible for any eventual differences found between the specifications and the contents of the instruction manual – the specifications being subject to change without prior notice.

Warranty

KORG products are manufactured according to the strictest electrical and mechanical regulations that exist in various countries of the world. These products are covered under warranty by the KORG distributor in each country. Any KORG product that is not sold with the manufacturer's or distributor's warranty, or without a serial number, cannot benefit from servicing under the warranty. This regulation is for the consumer's own protection.

Assistance and service for musicians

For repairs, contact your nearest Authorized KORG Service Center. For more information on KORG products, and to find software and accessories for your instrument, please contact your local Authorized KORG distributor. For up-to-date information, please visit www.korgpa.com.

KORG on the Internet

KORG Inc.: www.korg.co.jp

KORG USA: www.korg.com

KORG UK: www.korg.co.uk

KORG Canada: www.korgcanada.com

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Introduction

Welcome!

Many thanks, and congratulations on purchasing the MP-10 PRO Professional Media Player! To maximize your understanding and enjoyment of your MP-10 PRO, please read this manual at least once, and (as they say), “use this product as directed”. Keep the manual for future reference after you’ve read it; you may wish to re-read it again at some point to pick up cool tips you may have missed the first time around.

What’s in the box

After you buy your MP-10 PRO, please check that all the following items are included in the package. If some of them are missing, immediately contact your Korg dealer.

- MP-10 PRO Professional Media Player
- User Manual (the one you are reading now)
- External power supply adapter with AC cable
- Travel bag
- 2 × female RCA-to-1/4” mono plug adapters

Main features

MP-10 PRO is a MIDI and MP3 file player that can be used to play Songs from the internal library, from any directory on the internal drive, or from an external device. A double player with a motorized crossfader allows for DJ-style mixing.

Songs can be organized and retrieved via powerful database tools that make finding files among many thousands quick and intuitive. Libraries and playlists are easy to manage and create by reading Songs from any USB storage device or from other MP3 players (for example the Apple® iPod®, amongst others).

MIDI and MP3 files can be freely sped-up or slowed-down. They can also be transposed to suit the most comfortable key for the performer.

Lyrics, chords and score can be read on the internal or an external display, making a portable music stand of the MP-10 PRO. Lyrics can be seen in more than fifty languages (including non-Roman languages like Russian, Greek, Turkish and many others) by choosing the right character set for your needs.

In addition to playing back Songs, the MP-10 PRO is also a four-part tone generator for playing Sounds with a keyboard, either in full keyboard, split or layer modes. You can also play up to four Pads in realtime, for a total of forty Sounds when summing the players, keyboard and Pad sounds.

The included RX (Real eXperience) Sounds provide stunningly realistic recreations of traditional instruments. All Sounds can be enhanced by Korg's renowned effects. A powerful and easy-to-use final compressor/limiter lets you polish and produce your total output signal.

Two microphone inputs allow you to connect microphones for voice and other musical instruments. One of the microphones can be processed by means of a powerful Voice Processor supplied by TC-Helicon, providing up to three harmony voices.

The Vocal Remover removes the vocal part from virtually any commercially-available MP3.

The device features an easy-to-use graphical user interface with color touch screen for fast efficient navigation. Direct access to common functions is also made possible via control panel keys and PC keyboard shortcuts.

There are several ports available to connect to a personal computer, a PC keyboard, a master keyboard, multiple USB storage devices as well as an external display.

A handle is incorporated for easy transport and inclination. A travel bag is supplied as well.

Part 1: Starting up

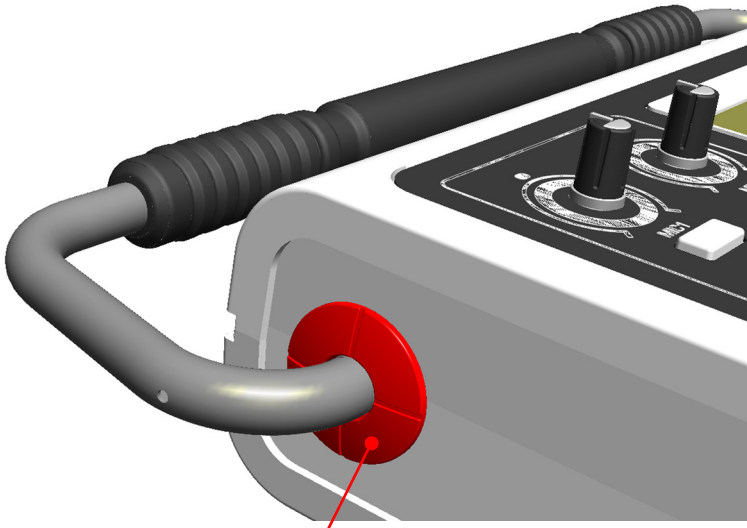
There is a series of very simple setup operations to be taken care of before you start to use your MP-10 PRO.

Warning: Please read this manual carefully, to avoid damaging this or other devices with incorrect handling.

Positioning the handle

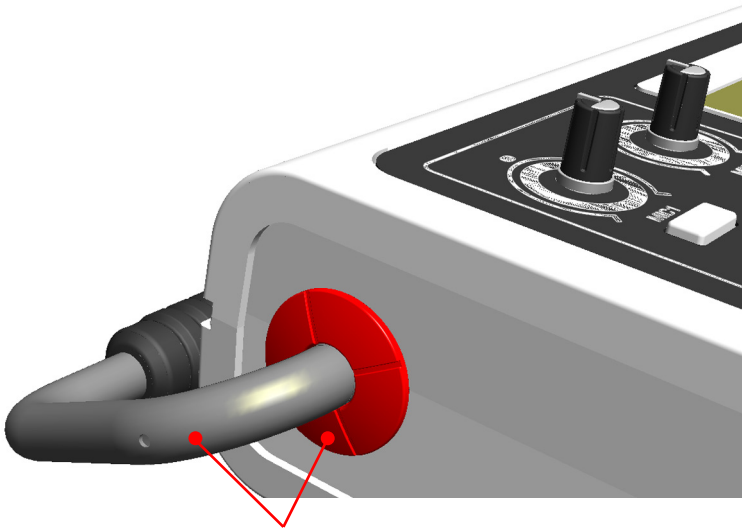
While in the straight position, the handle can be used for transportation; when folded, it can be used to tilt the MP-10 PRO for increased visibility of the display and control panel.

1. Press and hold the two red rings at both ends of the handle.



Push the red rings (both sides)

2. Fold the handle to the desired position.



Keep the red rings pushed and fold the handle down

3. Release the two red rings.
4. To set the handle to the straight position again, simply do the opposite.

Turning the instrument on

Here is how to turn the MP-10 PRO on.

1. Connect the supplied AC cable to the power supply unit.
2. Connect the power supply unit to the DC 12V connector on the back of the device.

Warning: Use only the supplied adapter, or an adapter suggested by Korg. Other adapters may look similar, but they may damage your instrument.

3. Connect the AC power cable to a reliable power socket.
4. Press the POWER button to turn on the power to the MP-10 PRO. When you turn the device on, a series of setup data must be automatically loaded first, and this will take some time, which depends on the amount of data to be loaded.

During boot-up, you can read information about the operating system version. From time to time, Korg might release new versions of the operating system, that would be found on our official web sites.



5. When the boot-up is completed, the main screen appears. This is what the main screen looks like:



Before examining it, let's make a few more preliminary settings.

Basic user interface setup

Before using your MP-10 PRO in a performance environment, you can customize the way you will interact with it.

Calibrating the touch panel

The touch panel can be calibrated to respond to your preferred touch pressure. Please note that heavy touches are not necessary, as the screen is very responsive by design.

1. Press the GLOBAL button to access the Global Menu.
2. Touch the TOUCH PANEL button on the display to access the Touch Panel Calibration page.



As an alternative, you can access this page by keeping the QUICK ACCESS KEY pressed, then pressing the GLOBAL button.

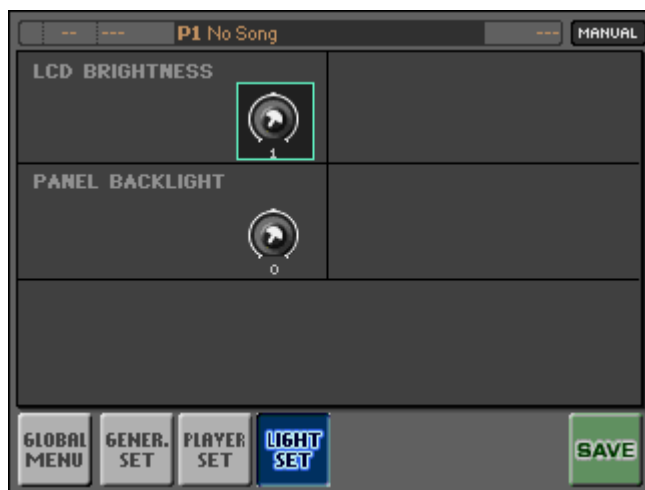
3. Touch the upper left corner of the display, where indicated by the arrows.
4. When the arrows move to a different corner, touch them.
5. When done, the SAVE button on the display becomes green. Touch it to save the new calibration.

Please note that you can exit from this procedure at any time, by pressing the EXIT button in the control panel.

Setting the display brightness

You can adjust the brightness of the display, to adapt it to the environment's light.

1. Press the GLOBAL button to access the Global Menu.
2. Touch the GENERAL Settings button on the display to access the General Settings section.
3. Touch the LIGHT SET button on the display to access the Light Set page.

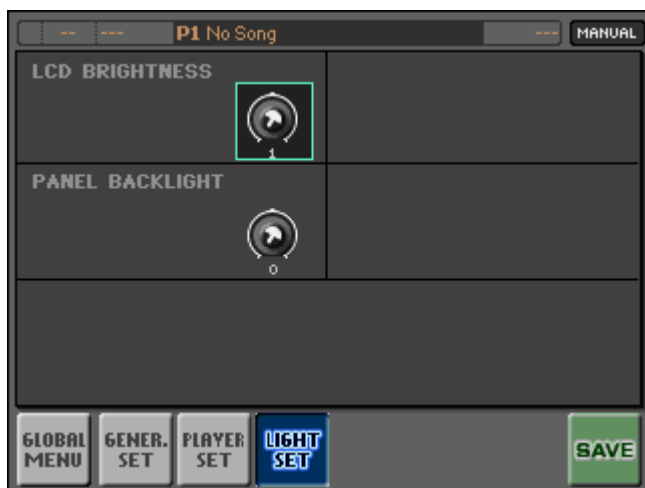


4. Touch the LCD Brightness knob, and either drag it, or use the DIAL or the UP/DOWN buttons to change the display brightness.
5. Touch the SAVE button on the display to save the settings in the Global preferences.
6. Press the EXIT button to return to the main screen.

Setting the control panel's backlight

You can adjust the intensity of the control panel buttons' backlight, to adapt it to the environment's light.

1. Press the GLOBAL button to access the Global Menu.
2. Touch the GENERAL Settings button on the display to access the General Settings page.
3. Touch the LIGHT SET button on the display to access the Light Set page.



4. Touch the Panel Backlight knob, and either drag it or use the DIAL or the UP/DOWN buttons to change the panel backlight.
5. Touch the SAVE button on the display to save the settings in the Global preferences.
6. Press the EXIT button to return to the main screen.

Setting the date and time

Your MP-10 PRO includes a clock/calendar. You can adjust the date and time, to allow for correct time-stamping of all data.

Please note that on the same page you can find a calendar, useful when checking for the date of your next show.

1. Press the GLOBAL button to access the Global Menu.
2. Touch the DATE & TIME button on the display to access the Date & Time page.



3. Touch the fields that you want to edit. You can change their value by using the DIAL or UP/DOWN buttons, or you can touch the field a second time to open a virtual numeric keypad. After having typed the value, touch OK to confirm or Canc to cancel.

In case you have a PC keyboard connected to the MP-10 PRO, you can use it to enter the numbers without opening the virtual numeric keypad.

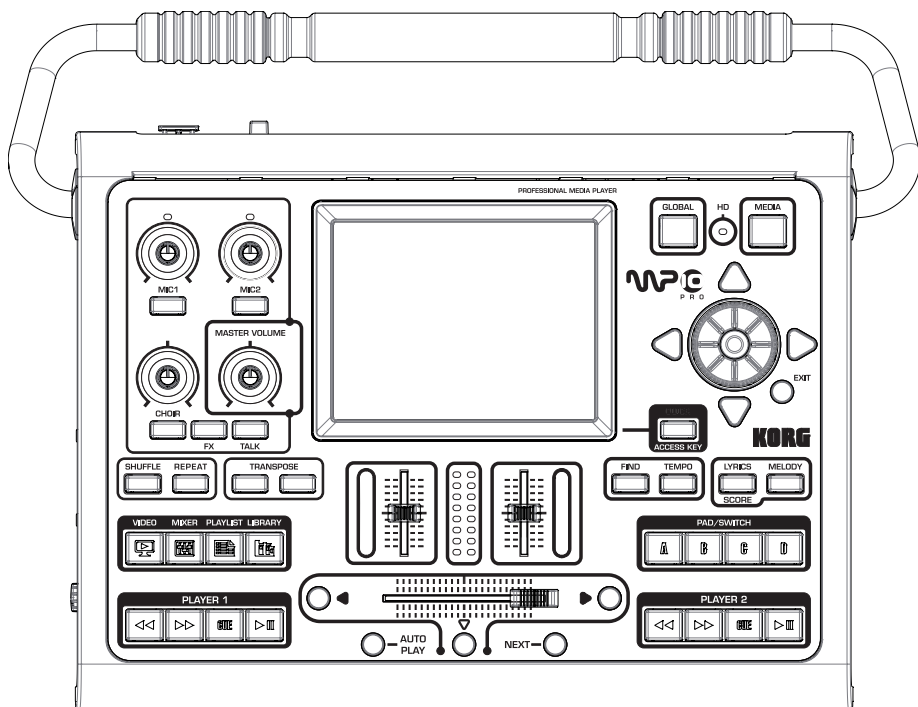
4. Touch the SAVE button to save the settings in the Global preferences.
5. Press the EXIT button to return to the main screen.

Part 2: The user interface

Take a few minutes to learn the basics of the various sections of the device. This will help you better understand the information contained on the following pages.

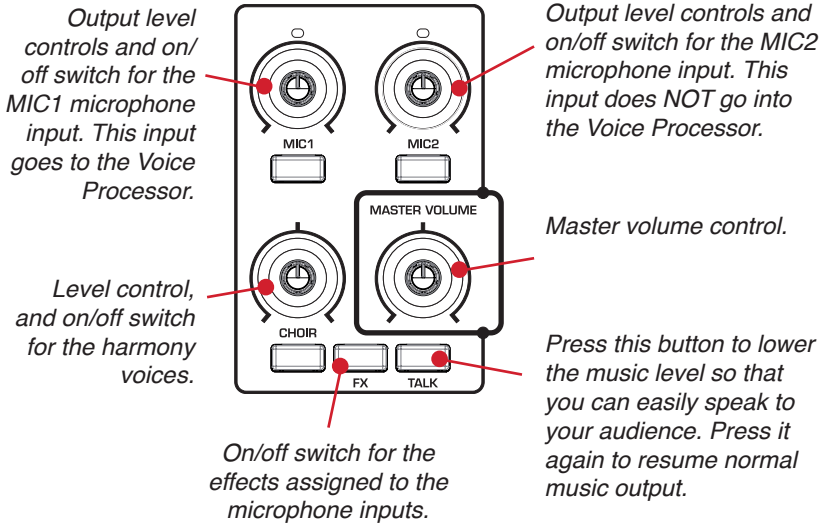
The front panel

The front panel is the control center of your device. Here you will find the touch screen display and the various performance controls.



The control panel is divided into logical functional zones. You will find more details later (starting from page 41), but for now let's have a glance at the separate parts.

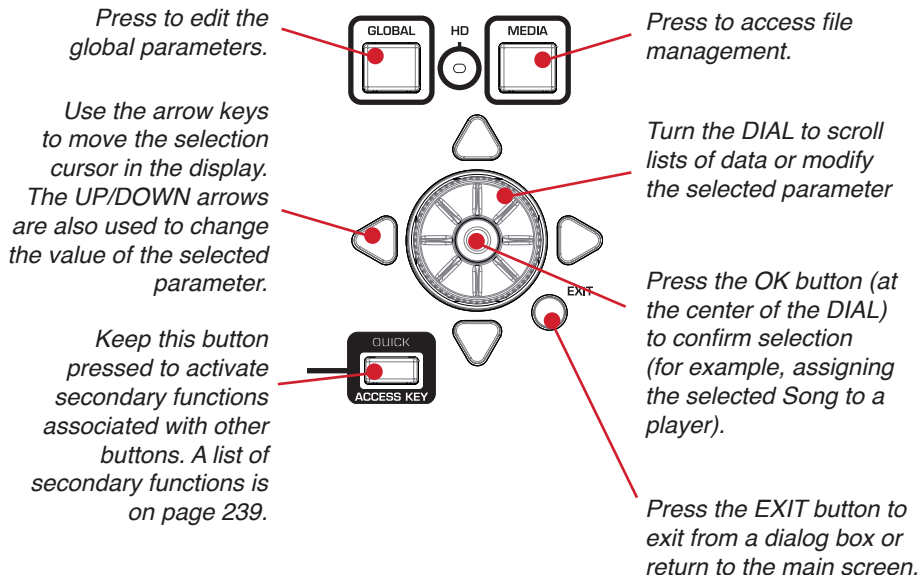
In the top left corner you will find the audio controls.



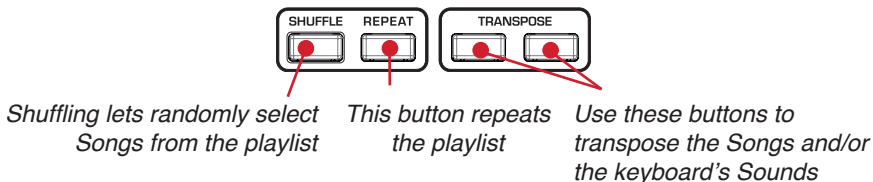
In the center you can see the full color display, which is the main interface between you and the instrument:



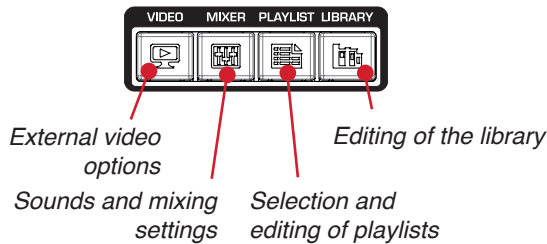
In the top right corner there are the buttons used to access the general management pages, as well as the main data entry controls:



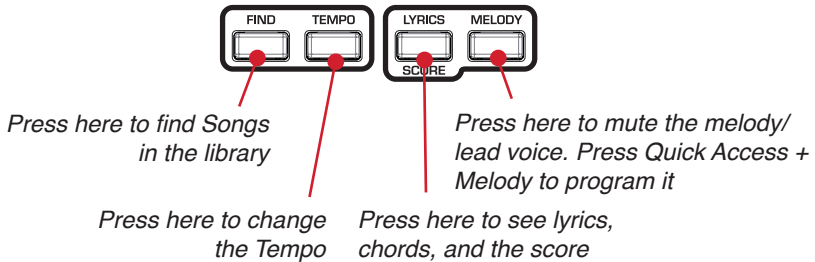
On the left, under the display, there are switches used to activate the Shuffle and Repeat play modes, as well as the Transpose controls:



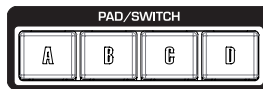
Immediately under them, there are the buttons used to access to the Video, Mixer, Playlist and Library pages:



On the left there are Find, Tempo, Lyrics/Score and Melody buttons:



And under them there are the four Pads/Switch button, that you can use either to trigger Pad sounds or sequences, or to trigger assigned function:

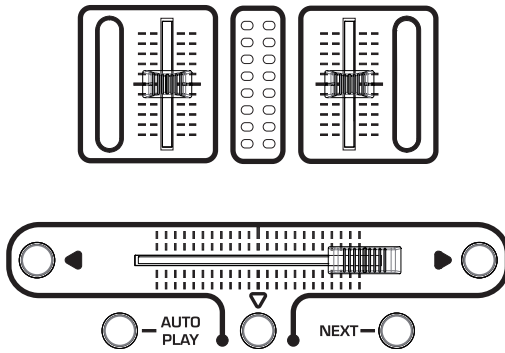


The lower row contains the playback transport controls for the two onboard players:



Between them, you'll find the players' volume controls, as well as the motorized crossfader. The crossfader will automatically move toward the selected

player when it is chosen, but you can use it to mix between the Songs assigned to the two players:



Warning: Do not force the crossfader, nor put on its way any object that could prevent its movement.

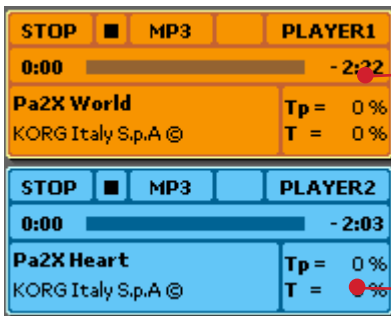
The display and the user interface

The touch screen display is where you interact with the device. Touch it, and you'll get an action or a message as the feedback.

Display zones

As the control panel, the display is divided into logical zones. You will find more details later (starting from page 41), but here is an overview of the main elements.

On the top left area, you can find the two players:



Player 1 area. Touch here to open the library and select a Song.

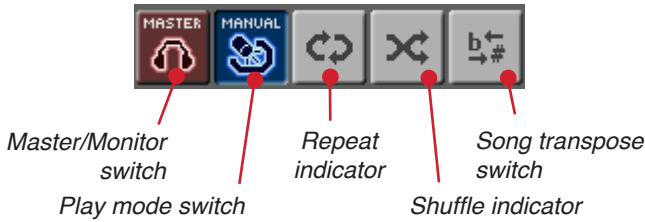
Player 2 area. Touch here to open the library and select a Song.

On the top right area, there is the “Now Playing” playlist (i.e., the list of Songs that you can select and play):

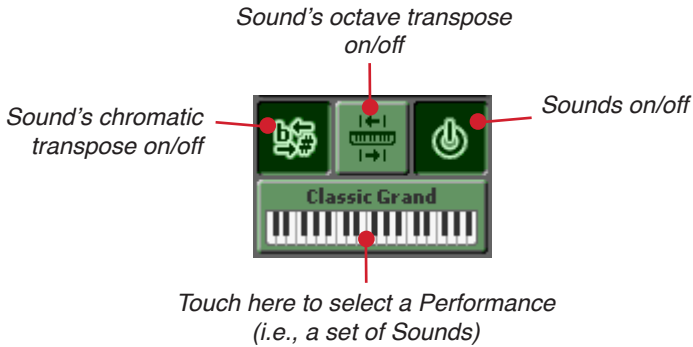


Close the lock to always see the Song assigned to the selected Player

On the lower left area, you can find some routing and playback controls:



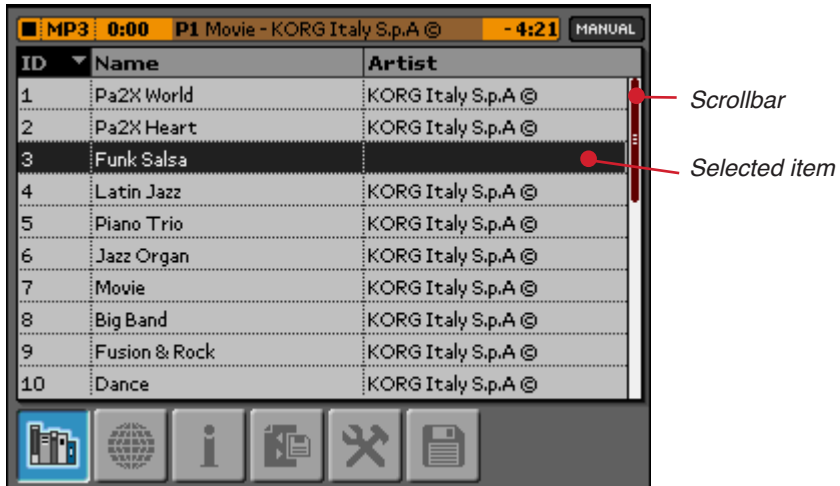
Finally, on the lower right area you can find Sound selection and setup controls, to be used when a MIDI keyboard is connected:



Scrolling lists and selecting items

When a list (for example, of Songs) is shown on the display, use the DIAL, the UP and DOWN buttons, or the scrollbars to the side of the list to scroll it.

When you see the item that you are looking for, touch it, and press the OK button to select it.



Selecting and editing parameters

To select a parameter that's shown on the screen, you should simply touch it. Then, depending on the type of parameter, you can edit it by dragging, or by using the DIAL or the UP/DOWN buttons. When touched a second time, some parameters open the virtual alphanumeric keyboard or the numeric keypad, or can be edited by using a connected PC keyboard (as explained later on).

Selecting multiple items in a list

While a list is shown, you can select more than a single item.

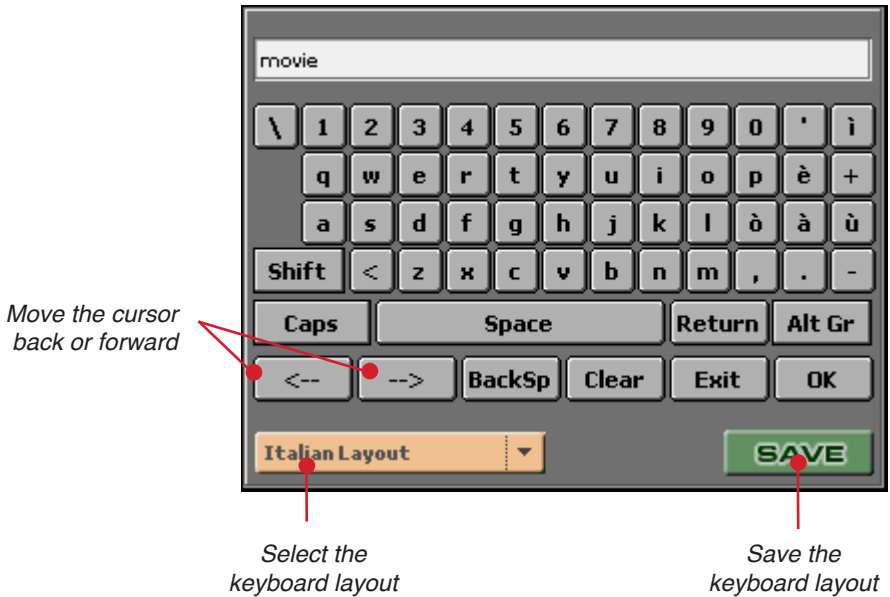
- To select non-consecutive items, touch the first item, then keep the QUICK ACCESS KEY pressed and touch the other items. At the end of the selection, release the QUICK ACCESS KEY.
- To select consecutive items, touch the first item, then keep the QUICK ACCESS KEY pressed and use the DIAL to extend the selection.

Entering text and numbers

When selecting editable text, you can type text using a connected PC keyboard. The input cursor is shown in the text:



If there is no keyboard connected, touch the text again, and the virtual keyboard will open. Type your text, then confirm by touching OK (or cancel by touching Exit):



In the case of numeric values, a virtual numeric keypad will appear. Type the number and touch OK to confirm (or press the EXIT button to cancel):

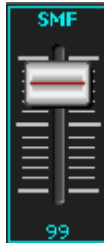


Moving knobs and sliders

You can edit the value (and position) of knobs appearing on the display, by touching them, then dragging toward the top to increase the value, or toward the bottom to decrease it.



To use the sliders, grab them, then drag to change their value.



As an alternative, you can touch a knob or slider, and then use the DIAL or the UP/DOWN buttons to change their value/position.

Pop-up menus

To open a pop-up menu, touch the arrow on the right of the name, and choose an item from the menu. As an alternative, you can touch the name of the menu, then scroll the options by using the DIAL or the UP/DOWN buttons.



*Name of the selected parameter.
Touch here, and change it with the
DIAL or UP/DOWN buttons*

*Touch here to open the
pop-up menu*

Cut/Copy/Paste Clipboard

Similar to a personal computer, you can cut, copy and paste data, by touching the corresponding icon in the various pages.



Cut



Copy



Paste

The Save command

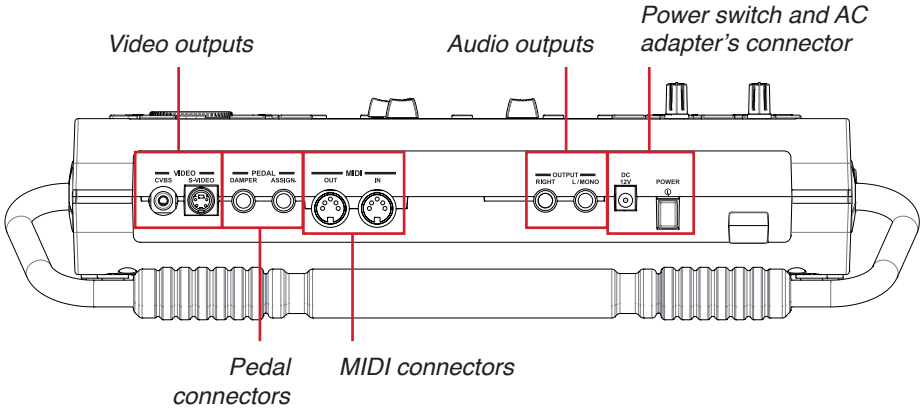
All edit pages include a Save command, shown at the bottom right corner. Touch it to save the values of the parameters shown on the page. In some cases, a dialog box may appear, letting you type a name and choose a target position for the saved data.



Part 3: Ports and connections

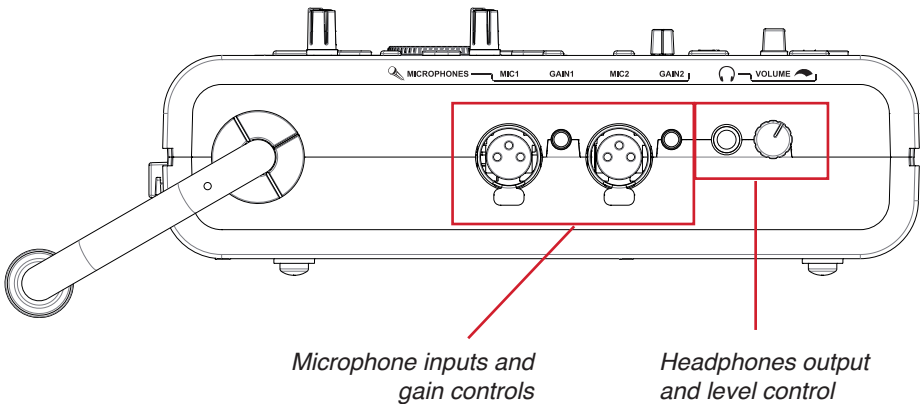
The back panel

The back panel contains the audio, video and pedal connections.



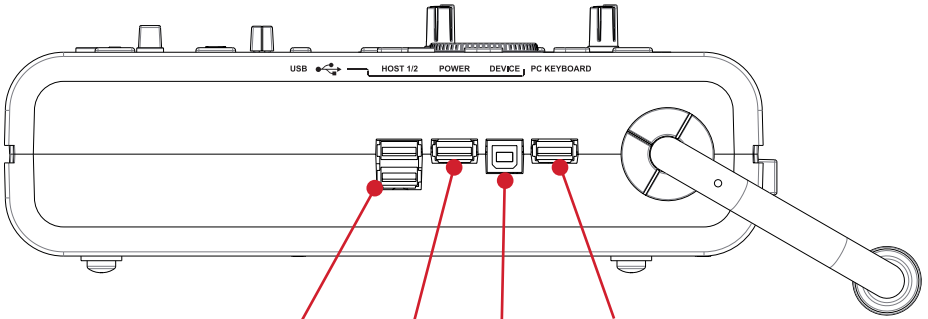
The left side panel

The left side panel contains the microphone and headphone connectors.



The right side panel

The right side panel contains the USB connectors.



Connections for storage devices and/or MP3 players

Connection for a PC keyboard

Connection for a personal computer

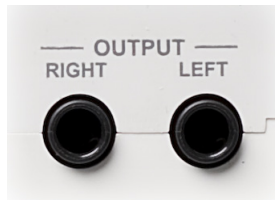
Connection for the USB power port of a storage device, a USB lamp, an MP3 player (or any other device that can be powered or recharged via USB)

Audio connections

Before enjoying the audio quality of your MP-10 PRO, you should connect it to an audio amplification system.

Connecting the MP-10 PRO to an audio amplification system

To let your audience listen to your music, connect the MP-10 PRO's audio outputs to a mixer or a set of powered speakers. Connect the RIGHT and L/MONO OUTPUT connectors to the LINE inputs of a mixer or a pair of powered speakers. If you want a mono output, connect the L/MONO output only.



Connecting headphones to the MP-10 PRO

For quiet listening, you can use a set of headphones. Connect a set of headphones to the HEADPHONES connector.





Adjusting the volume levels

You can adjust the final volume while listening to the demo Songs.


1. For safety reasons, before setting the levels you should lower both the volume of the MP-10 PRO and the amplification system.
 - Lower the volume of the external amplification system (please refer to the amplifier's owner manual for the relevant instructions).
 - Lower the main volume of the MP-10 PRO by turning the MASTER VOLUME knob counter-clockwise.
 - Lower the headphone volume by turning the HEADPHONE VOLUME knob (next to the headphones connector) counter-clockwise. This is independent from the master volume, so that you can still listen at a moderate volume, while topping the volume on the main speakers.
2. To adjust the output volume, you should 'feed' some audio signal to the audio outputs. So, let's start the demo Songs contained in the playlist that you can see in the right area of the main screen.

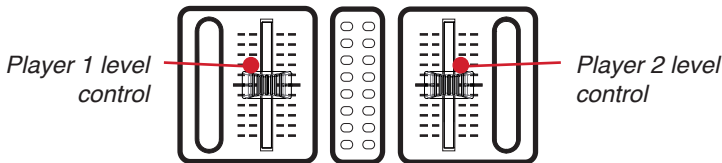


Play mode icon

Touch the Play Mode icon () to select the AutoLoad play mode (). In this mode, the Songs in the demo playlist will be automatically loaded to the players.



3. Press the PLAY/PAUSE () button in the PLAYER 1 transport section to start the demo Song that's selected in the playlist.
4. While the demo Songs are playing, you can adjust the volume level for the audio outputs and headphones.
 - Adjust the players' volume by using the corresponding sliders.



While adjusting the players' volumes, check the master level indicators in the control panel, and be sure they never go to the red area. Normally,

the signal should remain in the **green** area and only occasionally go to the **orange** area during signal peaks (i.e., a kick drum's beat).

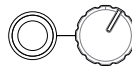


Master level indicators. These indicate the sum of all levels in the device. Please note these are independent from the MASTER VOLUME knob.


- Adjust the MP-10 PRO general volume, by smoothly turning the MASTER VOLUME knob clockwise.



5. Adjust the amplification system's volume, by using the mixer's or powered speakers' input and output volume controls.
6. Adjust the headphone volume to a comfortable level, by smoothly turning the HEADPHONE VOLUME knob clockwise.



Warning: Do not listen to loud levels for extended times, or you will risk to damage your hearing.

7. When you are done making volume adjustments, press the CUE () button to stop the playback.

Adding a limiter or a filter to the audio output

Sometimes, adding a limiter to the output allows the perception of a louder signal without actually increasing the volume, in essence adding more “punch” and low-end. This could be very useful in a ballroom, where people seems to never never seem to have enough of that low-frequency beat.

You can apply other processing as well, depending on the type of correction or creative effect you want to achieve.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the MASTER FX button to access the Master FX page.



3. Touch the pop-up menu and choose a limiter or any other effect from the menu.

Effect	Parameters
Stereo Limiter	The limiter regulates the input signal level, by compressing any signals exceeding the specified threshold level, thus bringing signal peaks under control.
Stereo Mastering Limiter	As above, optimized for mastering Songs.
Stereo Parametric EQ	A stereo 4-band parametric equalizer.
Stereo Graphic EQ	A stereo 7-band graphic equalizer.
Stereo Exciter/ Enhancer	This effect combine an exciter, which adds some punch to the sound, and an enhancer, which adds spread and presence.
Stereo Flanger	This effect gives a significant swell and movement of pitch to the sound. It is more effective when applied to a sound with a lot of harmonics. This is a stereo flanger.
Stereo Phaser	This effect creates a swell by shifting the phase. It is very effective on electric piano sounds.
Stereo BPM Delay	A stereo delay matching the Song tempo.
Stereo Analog Record	This effect simulates the noise caused by scratches and dust on analog records. It also reproduces some of the modulation caused by a warped turntable.
High Cut	A filter to cut out the high frequencies, in case you want a mellow sound.

4. Touch the On/Off button to make the checkmark appear and turn the Master FX (i.e., the chosen limiter) on.
5. When done, press the SAVE command to save the settings into the Global preferences.
6. Press the EXIT button to return to the main screen.

Global tuning

You can set the global tuning (in cents of a semitone increments) to adapt the MP-10 PRO tuning to another musical instrument that cannot be easily tuned, for example an acoustic piano.

1. Press the GLOBAL button to access the Global Menu.
2. Touch the GENERAL Settings button to access the General Settings section.
3. Touch the GENERAL SET button to access the General Settings page.



4. Use the Global Tuning knob to adjust the tuning.
5. Touch the SAVE button to save the settings in the Global preferences.
6. Press the EXIT button to return to the main screen (or touch the Global Menu button to return to the Global Menu).

Connecting and setting the pedals

You can connect two pedals to the MP-10 PRO: a Damper pedal (to be used to sustain Sounds such as a Grand Piano), and an Assignable pedal (either an expression-type pedal or a footswitch pedal, that you can freely program).

Connecting an expression pedal/footswitch

The ASSIGN connector allows for either an expression-type pedal or a footswitch to be connected.

A footswitch is used to send control functions, and remotely control the MP-10 PRO without having to raise your hands from the keyboard (or any other instrument that you're playing).

An expression pedal is used to control either the master volume, or the keyboard volume.

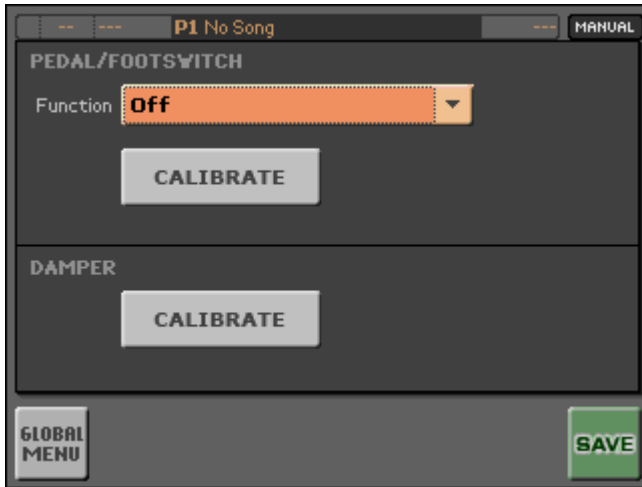
Connect the pedal or footswitch to the ASSIGN pedal connector, then assign it a function. If it is the first time you connect it, you should also calibrate it.

Assigning a function to the pedal/footswitch

You can assign a function to the pedal/footswitch.

1. Press the GLOBAL button to access the Global Menu.

2. Touch the PEDAL Settings button to access the Pedal Settings page.



3. Use the Function pop-up menu to select a function.
4. Choose a function depending on the type of pedal connected.

Pedal function	Meaning
Off	Pedal deactivated.
Footswitch functions	
Play/Pause (Selected Player)	Starts or stops the selected player (i.e., the one selected with the crossfader).
Play/Pause Player 1	Starts or stops the Player 1.
Play/Pause Player 2	Starts or stops the Player 2.
Text Page Up	Scrolls a TXT file associated to the selected Song to the previous page.
Text Page Down	Scrolls a TXT file associated to the selected Song to the next page.
Perf Up	Selects the next Performance.
Perf Down	Selects the previous Performance.
Expression pedal functions	
Kbd Expression	Controls the volume of the keyboard, without altering the master volume.
Master Volume	Controls the master volume.

5. Check if the pedal is working properly, then touch the SAVE button to save the settings in the Global preferences.

6. Press the EXIT button to return to the main screen (or touch the Global Menu button to return to the Global Menu).

Connecting a damper pedal

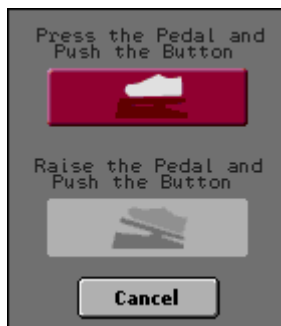
A Damper pedal is used to sustain the notes when playing Sounds with a keyboard. It is like the right pedal of an acoustic piano.

Connect the Damper pedal to the DAMPER pedal connector. The first time you connect a new damper pedal, you should calibrate it, as described below.

Calibrating the pedals

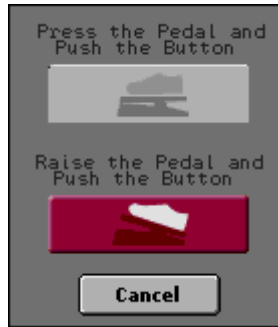
To assure proper function of the pedals, including correct polarity and range of values, you should calibrate the Damper and Assignable pedal the first time you connect them. If adding a new pedal, repeat the following procedure.

1. Touch the CALIBRATE button in the Pedal/Footswitch or the Damper section. The following dialog box will appear:



2. Push the pedal completely forward with the tip of your foot (or keep the footswitch pressed) to enter the maximum value.

3. Touch the red button on the display to confirm that you pressed the pedal. The following dialog box will appear:



4. Set the pedal to the minimum value. Pull the pedal completely back, or release the footswitch.
5. Touch the red button on the display to confirm that you released the pedal.

Connecting a PC keyboard

You can connect a standard PC alphanumeric keyboard, to quickly enter names and values. The keyboard must be connected to the PC KEYBOARD USB port of the MP-10 PRO. Once the keyboard is connected, you can choose the keyboard layout.



Choosing your language

The MP-10 PRO offers extended character set, so to accommodate various languages.

1. Press the GLOBAL button in the control panel to access the Global Menu.
2. Touch the GENERAL Settings button on the display to access the General Settings section.

3. Touch the GENERAL SET button to go to the General Settings page.



4. From the Extended Character Set pop-up menu, choose your language.

If there is a PC keyboard connected, you may notice that the keyboard layout is also changed.

5. If you are not happy with the default keyboard layout, choose your preferred one from the Keyboard pop-up menu.
6. Touch the SAVE button to save the settings into the Global preferences.
7. Turn the MP-10 PRO off, then on again.

Part 4: The Players




The Players are where you can play Songs, reading them from the library, or from any directory of the internal drive or an external device (iPod, hard drive, memory stick...) connected to the MP-10 PRO's USB ports. Songs can be included in playlists for easy grouping or automatic selection.

Your MP-10 PRO is outfitted with two players, so that you can mix between two Songs, or prepare a Song in a player while another is playing in the other player. You can even prelisten the next Song before playing it back.

Mixing between Songs can be done either manually or automatically, through the methods that we will see in this section.

The play modes

There are three play modes you can choose from, by repeatedly pressing the Play Mode button.

Play Mode	Icon	Suitable for...
Manual		Playing single Songs, mixing two Songs DJ-style.
AutoLoad		Automatic loading of Songs from the selected playlist. Play command must be given manually.
NoStop		Automatic loading of Songs from the selected playlist. Songs are automatically loaded and played back, with no need of the operator's intervention.

Supported Song formats

Here are the supported Song formats:

File format	Type of file
MID	MIDI file, or Standard MIDI File. Supports lyrics and chords.
KAR	MIDI file for karaoke™ machines. Support lyrics.
MP3	MP3 compressed audio file. <i>Note that protected MP3 files might not be recognized.</i>
MID+G	MIDI file with graphics. If a CGD graphics file with the same name of the MIDI file is found in the same directory, it is read and shown as a background image.
MP3+G	MP3 file with CGD graphics. Same as above.

Manual play mode: Playing single Songs


Playing a single Song at a time is useful when you want total freedom over your Performance. This section will let you see how Songs are selected and assigned to a player, and will show you how playlists are related to the library.

The main screen and the play mode

Before playing a Song, you should go to the main screen (the one you see when the MP-10 PRO is turned on). Here, you will set the players to the Manual play mode, that is the preferred mode when you want to select a single Songs at a time.

1. Be sure you are in the main screen. If you don't see the following display, you should press the EXIT button (one or more time) to return here:



2. Be sure you are in Manual play mode. The corresponding icon () should appear in the lower left area of the display. If it doesn't, repeatedly touch the Play Mode icon to make the Manual play mode icon appear.

The name of the play mode is also always shown (in all pages) in the top right area of the display:



We will go into more details with the other play modes later. At the moment, the Manual play mode is all you need to play a Song.

Choosing a Song from a playlist

Playlists are lists of Songs chosen from the library. They are handy to narrow the search in your archives (that may grow at a considerable size, with thousands of Songs to browse through).

A preset playlist is included with your MP-10 PRO. You can immediately choose a demo Song from it.

1. Touch one of the Songs in the Playlist area on the right side of the display.

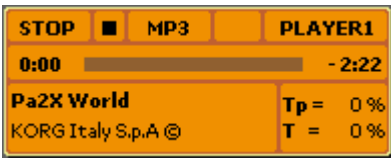


Note that we prepared a list of demo Songs for you. If no Song appears in the Playlist area, press the PLAYLIST button on the control panel, touch the "Demo" playlist in the display, and press the OK button on the control panel to select it. Press the EXIT button on the control panel to return to the main screen.

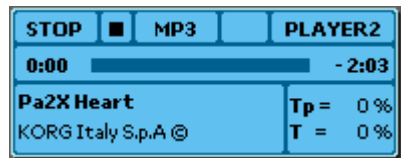
- 2. Press the OK button on the control panel to assign the selected Song to a player. You will be asked to choose the target player where you want to assign the selected Song:



- 3. Touch the name of the desired player, and the Song will be assigned to it. After having selected a Song, the selected player goes from grey to orange (Player 1) or blue (Player 2). The light of the CUE button turns on, meaning that the Song is stopped and ready to play.



Song assigned to Player 1 (orange)



Song assigned to Player 2 (blue)



CUE button turned on – Song in stop and ready to play

Choosing a Song from the library

The library is the main collection of Songs (both MIDI and MP3 files) stored inside the MP-10 PRO. This is sort of a database, that will help you retrieve Songs among the many thousands. Database entries also allow for additional, useful information (like tempo, genre, artist...) to be added to the basic file name.

While we encourage you to create your selections of Songs and save them as playlists, it is very easy to directly access Songs from the library.

1. To open the library, do one of the following things:
 - Press the LIBRARY button to open the Library on its default page.
 - Touch anywhere in the area of the players on the display. The Library will open with the latest Song assigned to the corresponding player already selected.



- The Library's List View page appears. Browse through the list of Songs to find the desired one.

Header, containing infos on the Song assigned to the active player. It is orange when Player 1 is selected, blue when Player 2 is selected.



Touch a label (ID, Name, Artist) to reorder the list according to the selected criteria. You can also use the LEFT/RIGHT arrow buttons to select a label.

List of Songs contained in the library. Use the UP/DOWN arrow buttons to move to the previous/next Song in the list. Use the DIAL to quickly scroll the list.

- By touching one of the two leftmost icons in the lower area of the Library page, you can switch between the List view (📊), or the Column view (🌐); this latter lets you browse through genres, artists and the relevant Songs.



List view

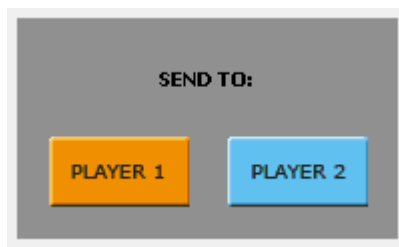


Column view

- When you see the Song that you're looking for, touch it to select it. The selected Song will be shown in reverse in the list:



- In case you can't find the Song you're looking for, use the Find function to search it. (More information about the Find function can be found below – see “Finding a Song” on page 74).
 - Press the FIND button to open the Find dialog box.
 - Touch the Text area one or more times, to open the virtual keyboard.
 - Enter the name of the Song (or part of it) and touch OK, then touch the FIND command to let the MP-10 PRO look for it.
 - The first result is shown. If you do not see the Song you're looking for, touch the NEXT command to see the next result. To return back, touch the PREVIOUS command.
 - When you find the right Song, touch the name of the Song in the Find dialog box to select it. The Find dialog box closes, and the Song is selected in the Library. You can return to the Find dialog box by pressing the FIND button again.
- Press the OK button on the control panel to assign the selected Song to a player. You are asked to choose the target player to which to assign the selected Song:



- Touch the name of the desired player, and the Song will be assigned to it.

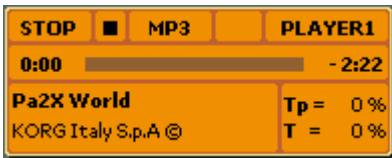
In the Library, the selected Song will be shown in orange (if assigned to Player 1) or blue (if assigned to Player 2). If the Song assigned to a player is not selected in the list, it will appear brighter:



In case the assigned Song is also selected in the list, the color will be darker:



- 8. Press the EXIT button to close the Library and return to the main screen, where you can see the Song's name shown in the relevant player's area. The light of the CUE button will turn on, meaning the Song is stopped and ready to play.



Song assigned to Player 1 (orange)



Song assigned to Player 2 (blue)

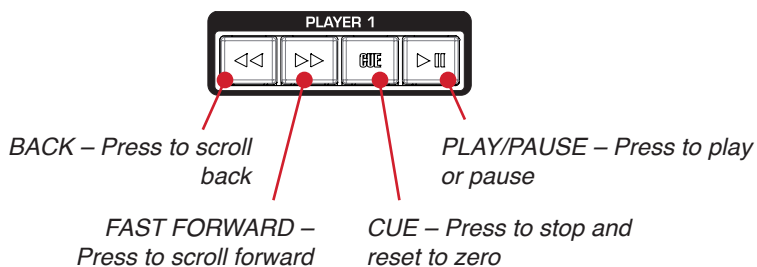


CUE button turned on – Song in stop and ready to play

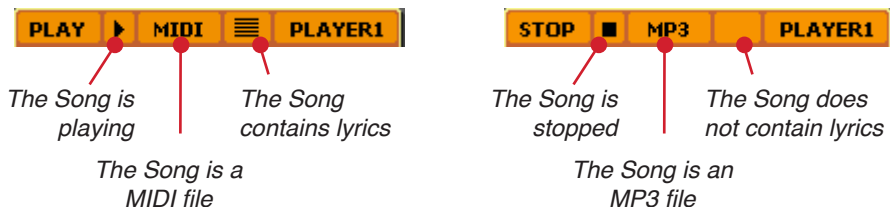
Playing back the selected Song

After having selected a Song, either from the active playlist or from the library, you can play it.

1. To play the Song, press the PLAY/PAUSE button of the player that you assigned to it.
2. You can use the transport controls to scroll the Song or pause it:



During playback, various indicators give you information on the Song and the player itself:



3. When the Song reaches its end, the player stops, and you are brought back to the beginning of the Song. You can also force the Song back to the beginning by pressing the CUE button in the control panel.

Repeating the Song

When the Song stops, you can repeat it by simply pressing the PLAY/PAUSE button.

Selecting a different Song

After the end of a Song, or while it is still playing, you can choose a different Song from the playlist or the library.

1. Choose the new Song from the playlist or the library.
 - To choose a different Song, touch the Song that you want to play in the playlist to the right side of the display.



- To choose a different Song from the library, choose it as seen in the previous pages.
2. Once the old Song has ended, press PLAY/PAUSE to play the new Song. If you want to listen to it immediately, press the CUE button to stop the current Song, then press the PLAY/PAUSE button to start the new Song.

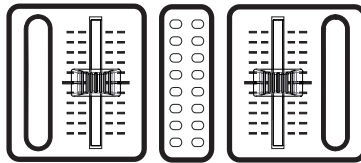
Controlling the Song's playback

There are a few things you can do with a Song during its playback, like adjusting the volume, jumping to a different position, adjusting the tempo and transposition.

Adjusting the Song's volume

There are various controls contributing to the overall volume.

1. Control each player's volume via the dedicated slider on the control panel. The level of the corresponding player is shown by the **amber** vertical meter next to each slider.



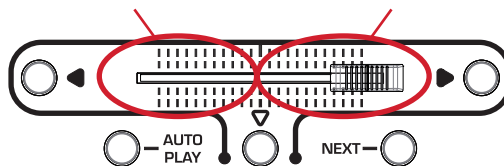
The overall output volume can be seen on the central vertical meters, between the two level sliders. **Green** is a regular level, **orange** still in the safety area, and **red** is into distortion and requires you lower the volume a bit.

Note: Please keep in mind that by summing both players, your voice and the Sounds played on the keyboard, overloading can be reached rather easily, so keep an eye on this indicator and adjust the individual levels very carefully.

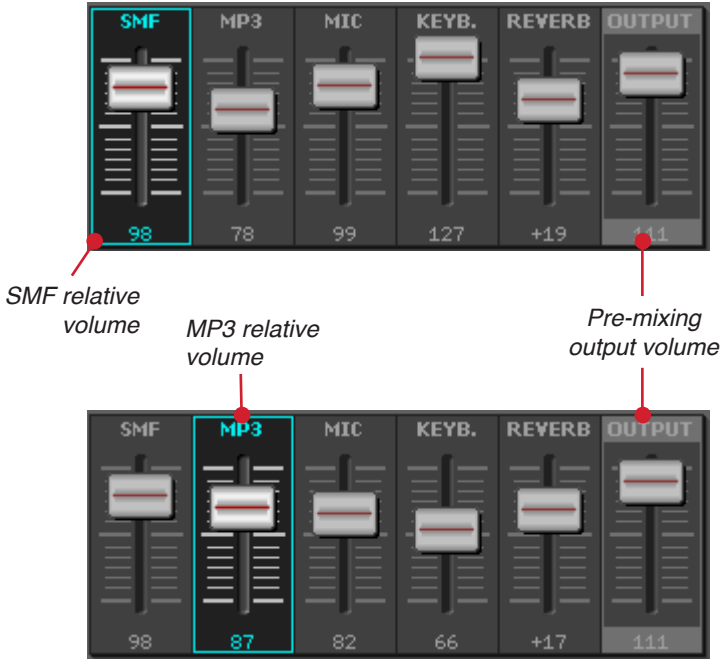
2. Check that the crossfader is moved toward the player that you want to listen to. The more the crossfader is moved to the left or the right, the higher the volume of the corresponding player will be.

More volume to Player 1

More volume to Player 2



- 3. Since they may have different levels, you can separately adjust the volume of MIDI (MID, KAR) and MP3 Songs. Press the MIXER button and drag the sliders that appear on-screen in the Mixer Menu page.




- 4. To save the settings in the Mixer, press the GLOBAL button and then touch the SAVE button to save the levels in the Global preferences.

Scrolling to a different position

You can start your Song, or let it continue playing, from a different position.

- 1. Press the FAST FORWARD (⏩) button to move the Song forward, or the REWIND (⏪) button to move it backward. The current position will be shown by the position indicator in the player’s area of the display:



2. If the Song was not playing (i.e., it was in stop or in pause) press the PLAY/PAUSE () button to start the Song from the current position. Otherwise, it will continue playing from the new position.

Adjusting the tempo

You can adjust the playback tempo of the Song.

1. Use the CROSSFADER to select one of the two players.
2. Press the TEMPO button. The Tempo box will appear:



Tempo box for MIDI files



Tempo box for MP3 Songs

3. Use the DIAL (or the UP/DOWN buttons) to change the tempo of the playing Song.

With MIDI files, the tempo in BPM (Beats Per Minute) will be shown. Both for MIDI and MP3 Songs, the tempo change is shown in percentage, since it is applied proportionally to any tempo change you may encounter in the Song.


Separately adjusting the tempo of each player

You can put the 'focus' on a player by moving the CROSSFADER towards the left (Player 1) or the right (Player 2). When a player is 'in focus', you can change the tempo of the corresponding Song.

1. Use the CROSSFADER to select one of the two players.
2. Press the TEMPO button to make the Tempo box appear.
3. Use the DIAL (or the UP/DOWN buttons) to change the tempo of the playing Song.

Transposing to a different key

If you prefer to play in a different key, because it is better suited to a singer's voice range, you can transpose the Song in realtime.

1. If the Transpose function is turned off, touch the Song Transpose () icon to turn it on.
2. Use the left and right TRANSPOSE buttons to transpose the Song, one semitone each time you press the button.

Please note that while you can freely transpose MIDI files, the transposition of MP3 files is limited to 6 semitones down and 5 semitones up (that's enough to cover the whole chromatic scale and all key signatures).


3. To reset the original key, press both TRANSPOSE buttons together.

AutoLoad play mode: Automatically loading Songs

As we have just seen, you can play Songs by choosing them one at a time. But since the MP-10 PRO is an entertainer's machine, the best part is that you can also let it automatically load Songs, while you interact with your audience or play another musical instrument. The only thing you have to do, is press the PLAY button to start a new Song. To do this, you must choose the AutoLoad play mode.

1. Select the playlist to be played back.
 - Press the PLAYLIST button to open the Playlist pages.
 - Choose the desired playlist.
 - Press the OK button to select it.
 - Press the EXIT button to return to the main page.

Note that the demo playlist we prepared for you should be already selected in a new MP-10 PRO.

2. Switch to the AutoLoad play mode. The corresponding icon () should appear in the lower left area of the display. If it doesn't, repeatedly touch the Play Mode icon to make the AutoLoad play mode icon appear.

As soon as you select the AutoLoad play mode, the first two Songs of the playlist will be automatically assigned to the two players (the first one to Player 1, and the second one to Player 2).

When you switch to the AutoLoad mode, Player 1 (orange) is automatically highlighted, to indicate this will be the next Song to play.



3. Press Player 1's PLAY/PAUSE button to start the first Song.

WARNING: When you press the PLAY/PAUSE button, the CROSSFADER automatically moves towards the selected player. Be careful not to put any obstacle in its way!

When the first Song reaches the end, Player 2 (blue) is automatically selected. Its area is automatically highlighted to indicate that it is ready to play.





In the meantime, the third Song of the playlist is loaded into Player 1. At the end of the second Song, Player 1 will be selected again, and you will be able to run the third Song by pressing the corresponding PLAY/PAUSE button.

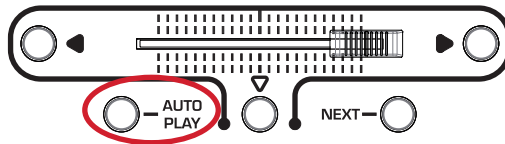
4. To break the list order, and choose any other Song in the playlist, touch the name of the Song in the playlist, and press the OK button. This will be the next Song to be played back.
5. If you want to change the play mode, touch the Play Mode icon to change it. The current Song will continue to play up to the end.

Hint: You can select Songs, or even switch to a different play mode, and the Song's playback will not be stopped.

Immediately playing the next Song at the end of the current one (the Auto Play button)

While in AutoLoad () play mode, the playback ends at the end of the current Song. In case you want to 'reserve' the play command before the end of the current Song (for example, because you are starting to interact with your audience), you can use the Auto Play function to tell the MP-10 PRO to play the next Song in the playlist at the end of the current one.

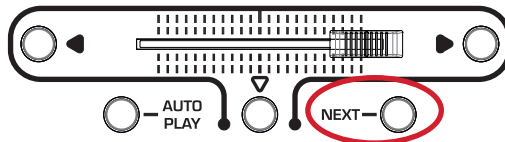
- Press the AUTO PLAY button next to the crossfader to automatically play the next Song at the end of the current one. An Auto Play  indicator will appear over the Play Mode indicator. The current Song will fade out when it is near to the end, and the next one (automatically assigned to the other player) will automatically fade in.



Playing the next Song now (the Next button)

You can immediately fade out the current Song and fade in the next one.


- Press the NEXT button which is next to the crossfader to automatically fade out the current Song, and fade in the next Song in the playlist (automatically assigned to the other player).



NoStop play mode: Playing a list of Songs, one after the other

If you prefer to be totally free from having to manually start Songs, you can decide to have your MP-10 PRO load all the Songs in a playlist, and let them play back automatically. This way, there will be continuity in the show, and you will be free to sing, play or entertain the audience. This is also a great way of leaving some background music playing during a break or dinner hour, etc.

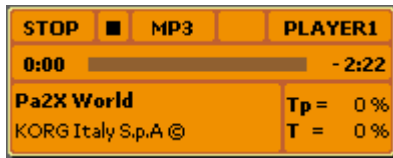
The NoStop play mode is very similar to the AutoLoad play mode seen above, but this time Songs will be automatically selected and played back.

1. Select the playlist to be played back (as seen above).
2. Switch to the NoStop play mode. The corresponding icon () should appear in the lower left area of the display. If it doesn't, repeatedly touch the Play Mode icon to make the NoStop play mode icon appear.

Note that the demo playlist we prepared for you should be already selected in a new MP-10 PRO.

As soon as you select the NoStop play mode, the first two Songs of the playlist are automatically assigned to the two players (the first one to Player 1, and the second one to Player 2).

When you change to the NoStop mode, Player 1 (orange) is automatically highlighted, to indicate this will be the next Song to play.



3. Press Player 1's PLAY/PAUSE button to start the first Song.

WARNING: When you press the PLAY/PAUSE button, the CROSSFADER automatically moves towards the selected player. Be careful not to put any obstacle on its way!

4. When the first Song reaches the end, Player 2 (blue) is automatically selected, and its area automatically highlighted. The next Song begins to play. A third Song is automatically loaded into Player 1, replacing the first Song.



5. To break the list order, and continue from a different Song in the playlist, touch any other Song of the playlist, and press the OK button. This will be the next Song to be played back.
6. If you want to change play mode, touch the Play Mode icon to change it. The current Song will continue to play up to the end.

Hint: You can select Songs, or even switch to a different play mode, but the Song's playback will not be stopped.

The Next function

While in NoStop play mode you can use the same Next function seen when describing the AutoLoad play mode. This function will let you immediately switch to the following Song in the playlist.



Mixing two Songs, DJ-style

While in Manual play mode, you can mix two Songs just like a DJ. This can be used for two purposes:

- ‘parking’ a Song in one of the players, ready to ‘kick in’, while the other is still playing.
- mixing between two different Songs, as in a DJ performance.



Selecting and playing back two Songs

Here is how to select and play the two Songs.

1. Touch Player 1 (orange) area, and select a Song to assign it.
2. Press Player 1’s PLAY/PAUSE button to start the first Song.
3. While a Song is playing in Player 1, touch the Player 2 (blue) area, and select a Song to assign to it.
4. Press the TO PLAYER 1 ( ) button next to the CROSSFADER, to move it completely toward Player 1. This will set the first Song to the maximum volume, while muting the second Song.
5. Press Player 2’s PLAY/PAUSE button to start the second Song.
6. Mix the two Songs, as described in the following sections.

Mixing two Songs by using the motorized crossfader

One of the uses of the two onboard players, is mixing two Songs like a DJ. Use the motorized CROSSFADER and the associated controls to do your mixing.

- Drag the CROSSFADER to manually mix between two Songs. When moving it toward the left you’ll hear Player 1 more, toward the right you’ll mostly hear Player 2; in the middle, both Players will have the same relative volume.
- Press the TO PLAYER 1 ( ) button on the left of the crossfader to quickly switch to Player 1.

- Press the TO PLAYER 2 (▶ ○) button on the right of the crossfader to quickly switch to Player 2.
- Press the TO SELECTED (○ ▼) button on the center of the crossfader to quickly set the volume of both players to the same level.

Adjusting the crossfading time

You can adjust the speed at which the motorized crossfader moves from one player to the other, when a Song begins to play, or when you press the TO PLAYER 1 (○ ◀) or the TO PLAYER 2 (▶ ○) button. The tempo can vary between 0 (immediate) and 10 seconds (very slow).



1. Press the GLOBAL button to access the Global Menu.
2. Touch the GENERAL Settings button to access the General Settings section.
3. Touch the PLAYER SET button to access the Player Set page.



4. Adjust the fading time using the DIAL or the UP/DOWN buttons.
5. Touch the SAVE command to save the new settings in the Global preferences.
6. Press the EXIT button to return to the main screen.

Pre-listening

You can pre-listen to a Song in a player, while the other is playing.

1. Load a Song into Player 1, and start it.
2. Touch the MASTER  icon, to make it switch to MONITOR .
3. Load a Song into Player 2, and start it.
4. Listen through your headphones. You will hear Player 2, while Player 1 plays uninterrupted from the main outputs.
5. When you want to fade-out Player 1 and fade-in Player 2, use the CROSSFADER to select Player 2.
6. When Player 2 starts to play from the main outputs, you will hear Player 1 in your headphones. At this point, you can either stop it, or replace the Song you hear in the headphones, by assigning a new Song to Player 1.

Note: You can also perform a pre-listen for Player 2, while Player 1 plays through the main outputs.


7. When you are done previewing or mixing, touch the MONITOR icon, to change it to MASTER and restore the normal operations.

Other playback modes

There are a couple of other automatic playback options, that you could find handy when you prefer allowing the MP-10 PRO to choose the Songs for you. Songs will be chosen from the current playlist, so you can limit the range of their style by creating a dedicated set.

Repeating (the REPEAT button)

With repeating, the current playlist will be played up to the last Song, and then will start back again from the first Song.


1. While a playlist is selected (you can see the list of the Songs in the right area of the display) press the REPEAT button, or touch the Repeat () icon, to activate repeating.

The button will light up, and the corresponding icon on the display will be highlighted.

2. Press the PLAY/PAUSE button to start playback. The playlist will be repeated.
3. When finished, press the REPEAT button (or touch the Repeat icon) to turn this function off.

Shuffling (the SHUFFLE button)

With shuffling, Songs in the current playlist will be selected randomly. Please note that when pressing SHUFFLE, the NoStop play mode will be automatically selected, so that the Songs can continue playing until you press the CUE button.

1. While a playlist is selected (you can see the list of the Songs in the right area of the display) press the SHUFFLE button, or touch the Shuffle () icon, to activate shuffling.

The button will light up, and the corresponding icon on the display will be highlighted.

2. Press the **PLAY/PAUSE** button to start playback. Songs in the playlist will be selected randomly.
3. You can stop the Songs playing by pressing the **CUE** button.
4. When finished, press the **SHUFFLE** button (or touch the Shuffle icon) to turn this function off.

The metronome

You can use the metronome to send a click to other musicians. This is also known as a “click track”; useful for instances where musicians are playing along in time with the file.

Note: The metronome only works with MIDI files. It cannot be used with MP3 files.

1. Press the GLOBAL button in the control panel to access the Global Menu.
2. Touch the GENERAL Settings button on the display to access the General Settings section.
3. Touch the PLAYER SET button to go to the Player Setting page.



4. Use the Metronome On/Off checkbox to turn the metronome on or off.
5. Use the Level knob to set the output volume.
6. Use the ClickOut pop-up menu to choose an audio output for the metronome click (you can choose either the main Left + Right outputs, or the Headphones).
7. Touch the SAVE button to save the settings in the Global preferences.
8. Press the EXIT button to return to the main screen (or touch the Global Menu button to return to the Global Menu).

Part 5: Playing Songs from any device

If you have a preferred collection of Songs stored in your MP3 player, and don't want to permanently import them into your MP-10 PRO, you can play them directly from the external device.

Since you can also store Songs on the internal hard drive (in a place other than the library), this chapter also explains how to play them without having to first add them to the library.

Playing single Songs from a device

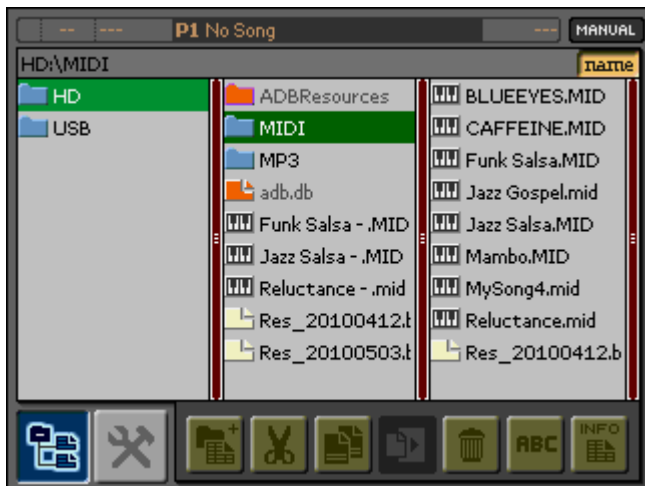
You can play single Songs from an external device or from the internal hard drive. This is also useful when prelistening to Songs before importing them into your MP-10 PRO's library.

Note: This feature only works when the selected play mode is Manual. For more information on the play modes, see the relevant instructions starting from page 42.

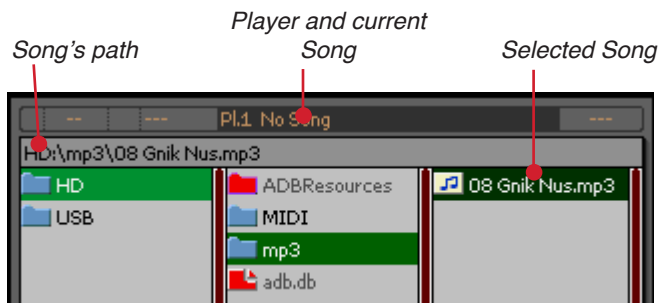
1. If you want to play Songs from an external storage device, connect it to one of the HOST USB ports of the MP-10 PRO.





Hint: Thanks to the several USB ports of the MP-10 PRO, you can connect more than one device at same time.

2. Press the MEDIA button to access the Media pages.



- Browse through the directories, and then touch the name of the Song to play. Please note you can select Songs in MID, KAR and MP3 format.




- Press the OK button to assign the selected Song to one of the players.
- Press the PLAY/PAUSE () button for the player where you assigned the Song.
- Use the FAST FORWARD () and the REWIND () buttons to scroll through the Song.
- Press the CUE () button to stop the playback.
- Once playback has ceased, you can disconnect the USB device from the MP-10 PRO. No need to choose a software command to do it.

Playing Songs from a saved library

Instead of importing Songs, you can momentarily “plug-in” an external library of Songs to play them. The library can be in the MP-10 PRO’s own format, or in the format of the Apple® iPod®.

Playing Songs from an MP-10 PRO library

If you’ve exported an MP-10 PRO library to an external device (as described on page 94), you can momentarily replace it to the internal library.

1. Insert the USB storage device containing the library into one of the HOST USB ports of the MP-10 PRO.
2. Press the LIBRARY button on the control panel, and touch the Device () icon on the display to go to the Device page.



3. The USB storage devices containing a compatible library are shown. (If the connected device doesn’t contain compatible libraries, it is not shown at all). Touch the icon of the USB device to select its library.


At this point, you will use the external library instead of the internal one.

4. To remove the external library, simply remove the USB device from the HOST port. You will not need to select a remove command before doing so, but be sure no Songs are being played back from the library to avoid damaging your media.

Playing Songs from an Apple® iPod® library

Your MP-10 PRO is compatible with the libraries and playlists of the Apple® iPod® MP3 player. Therefore, you can momentarily replace it to the internal library.

At the time of release of this manual, compatible iPod models are all Classic, Nano and Shuffle versions. The iPod Touch and the iPhone are not compatible with the MP-10 PRO, because there is no drive mode available for these versions.

1. Connect the iPod to one of the HOST USB ports of the MP-10 PRO.
2. Press the LIBRARY button on the control panel, and touch the Device () icon to go to the Device page.
3. The iPod is shown (the icon is colored in green, meaning it contains a valid library). Touch the icon of the iPod to select its library.



At this point, you will use the iPod library instead of the internal one (the icon will revert to yellow).

When reading from an iPod, its playlists are automatically converted into MP-10 PRO playlists.

Note: *Only MP3 audio files are recognized. If there are Songs in an audio format that is different from MP3, first of all convert them using a dedicated tool on a personal computer. Also note that some MP3 files could be protected, therefore cannot be played with the MP-10 PRO.*

4. To remove the iPod library, simply remove the iPod from the HOST port. You will not need to select a remove command before doing it, but be sure no Songs are being played back from the library to avoid damaging your media.

Part 6: The Library

A library is a collection of Songs. Inside the MP-10 PRO resides a main library, that is the one you will be using for everyday operations.

Saved libraries can reside inside your MP-10 PRO's hard drive or in an external USB storage device. An external library can be imported to replace the main library.

You can import single Songs into the main library; edit them, and delete them. Songs in the library can also be organized into playlists.

Here, you will learn how to load Songs into the internal library, and how to browse and retrieve Songs once imported.


Accessing the library

You can access the library in two ways:

- Press the LIBRARY button. In this case the library opens on its default page.
- Touch the area of one of the two players on the display. In this case, the library opens with the Song that's assigned to the player (if any) already selected.

Browsing through the library

The List view

When you first access the library, or touch the List view icon on the display () , you can see your Songs in what is called the List view.




ID	Name	Artist
1	Pa2X World	KORG Italy S.p.A ©
2	Pa2X Heart	KORG Italy S.p.A ©
3	Funk Salsa	KORG Italy S.p.A ©
4	Latin Jazz	KORG Italy S.p.A ©
5	Piano Trio	KORG Italy S.p.A ©
6	Jazz Organ	KORG Italy S.p.A ©
7	Movie	KORG Italy S.p.A ©
8	Big Band	KORG Italy S.p.A ©
9	Fusion & Rock	KORG Italy S.p.A ©
10	Dance	KORG Italy S.p.A ©

Song. Press the OK button to assign it to a player

Scrollbar

You can use the scrollbar or the DIAL to quickly scroll through the list. To scroll slower, use the UP and DOWN buttons.

The Column view

An alternative view can be accessed by touching the Columns icon (), and this is called the Column view. Here, you can see the Songs in the library organized in various columns, so that you can browse them by genre, author and Song name:



Scrollbar

*Selected Song.
Press the OK
button to assign it
to a player*

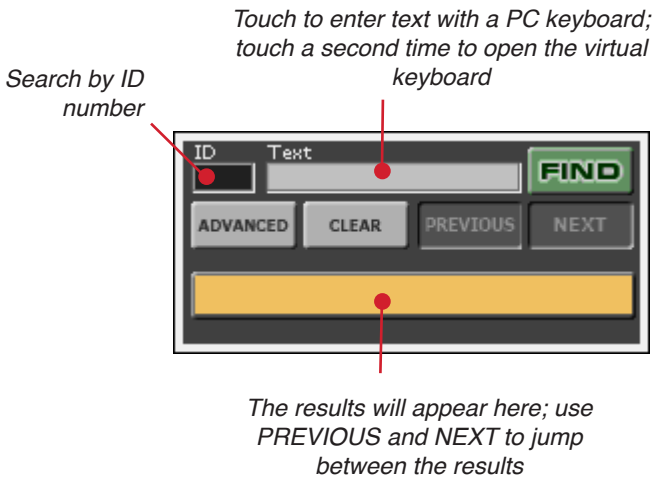
Finding a Song

You can find a Song by searching for it by name; to avoid it being lost among the thousand files in your library.

Doing a basic search (Quick Find)

You can find a Song by just entering a few characters of its name.

1. Press the FIND button. The Find dialog box will appear.



2. Touch the text input area. If an alphanumeric keyboard is connected to the MP-10 PRO, you can start entering some of the characters included in the name of the Song you are looking for.
3. If no alphanumeric keyboard is connected, touch the text input area again to open the virtual keyboard.

4. Enter the text string that you are searching for; you are not asked to enter the full name. For example, if you enter “LOV”, you will get both results like “LOVe is wonderful” and “I’m LOVing you”.
5. Touch OK to confirm the entered string, or Exit to cancel.
6. Touch FIND to execute the search (or press the EXIT button to close the Find dialog box, if you no longer need it). The first matching result will appear in the result line.



*The first results is shown; use
PREVIOUS and NEXT to jump
between the results*

7. At this point, you can either touch the name of the Song to select it, or touch NEXT to try with the following result. PREVIOUS will bring you back to the previous result.
8. When you confirm your selection, the Find dialog box is closed, and the name of the Song is selected in the library. Press the OK button to assign it to a player, or the EXIT button to close the library.

Performing a refined search with more parameters (Advanced Find)

To refine your search, you can add more criteria to your search box.

1. Press the FIND button, and when the Find dialog box appears, touch the Advanced command to expand the dialog box with more options.

As an alternative, keep the QUICK ACCESS KEY pressed and press the FIND button.

The image shows a screenshot of a software interface for an advanced search. At the top, there is a search bar with two labels: 'ID' and 'Text'. To the right of the search bar is a green button labeled 'FIND'. Below the search bar is a row of four buttons: 'ADVANCED' (highlighted in blue), 'CLEAR', 'PREVIOUS', and 'NEXT'. Underneath these buttons are several input fields and dropdown menus arranged in two columns. The left column contains: 'Artist' (text field), 'Song Name' (text field), 'Composer / Lyricist' (text field), and 'Singer Type' (dropdown menu). The right column contains: 'BPM' (text field), 'Key' (dropdown menu), 'Genre' (dropdown menu), and 'Time Sign.' (dropdown menu). At the bottom of the dialog box is a large, solid orange rectangular area.

2. Touch the various fields to edit the string. Either use a connected PC keyboard, or touch the field a second time, and use the virtual keyboard to enter text.
3. Touch the FIND command to perform the search operation. The first result will appear in the orange box at the bottom of the dialog box.
4. If this is not the Song you are looking for, touch the NEXT command until you find the Song you were looking for.
5. When you find the Song that you were looking for, touch its name in the orange box to select it.

Finding a Song via its numeric ID

While in the Library > Info page, you can assign a unique ID number to a Song, allowing you to quickly recall them via their ID numbers.


1. While in the Find dialog box, touch the ID area. To enter the ID number of the Song, either use a connected PC keyboard, or touch the field a second time, and use the virtual numeric keypad to enter the number.
2. Press the OK button to confirm.
3. Touch FIND to find the Song with the specified ID.

Customizing the List view

You can show, hide and resize the columns of the List view to suit your preferences.

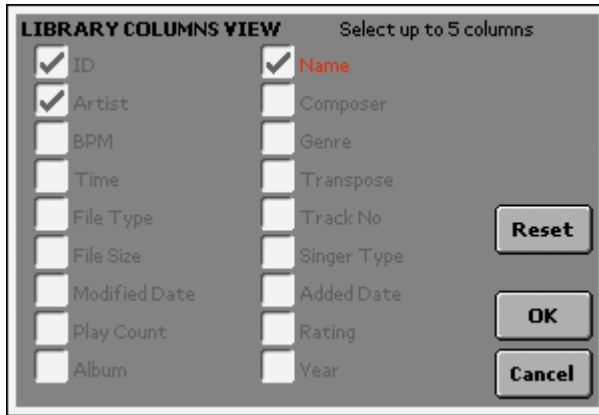
Showing/hiding columns

You can see up to five columns in the List view.

1. Press the LIBRARY button to access the Library section.
2. Touch the Tools () icon to open the Tools page.



3. Touch the Library View command to open the Library View dialog box.



4. Touch the name of the columns that you want to show or hide. A checkmark next to a name means that the corresponding column will be shown in the List View page. Please note you can select a maximum number of five columns shown at the same time.

Note: The Name option is in red since it cannot be deselected.

5. Touch OK to confirm, or Cancel to cancel.
6. Press the EXIT button to return to the main screen.

Resizing the columns

You can resize the columns of the List View.


1. While in the List view, keep the QUICK ACCESS KEY pressed, and touch the label of the column to resize. A red frame appears around the column to be resized.



2. Release the QUICK ACCESS KEY, and use the DIAL to resize the column.
3. When done, press EXIT. The size will be automatically saved. The columns' size will remain this way even after turning off the MP-10 PRO, until you resize or reset them.

How to reset all columns to their original position

You can reset the columns position with the following procedure.

1. Press the LIBRARY button to access the Library page.
2. Touch the Tools () icon to open the Tools page.



3. Touch the Library View command to open the Library View dialog box.
4. Touch the RESET command to reset all columns to their original size and position.
5. Press the EXIT button to return to the main screen.

Editing a Song entry

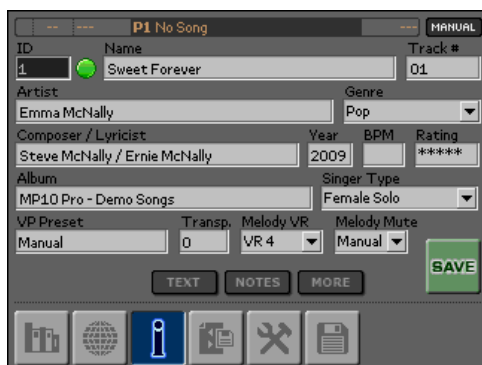
As with a database entry, you can edit the information associated with each Song in your library.

1. Press the LIBRARY button to access the Library pages.
2. Browse through the files and touch the Song to edit.

You can also select several Songs at once by keeping the QUICK ACCESS KEY pressed and touching all the Songs (or by turning the DIAL to select contiguous Songs).

3. Touch the Info icon () to go to the Info page.

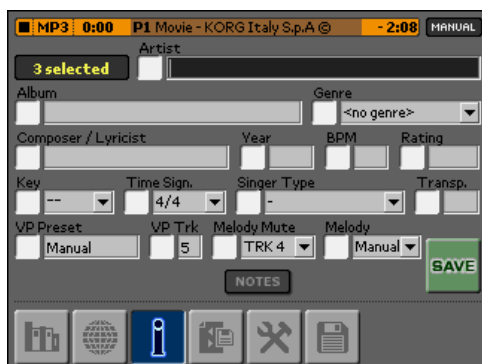
When more Songs are selected, some of the fields are not editable, because they must remain unique to each Song. Next to the others there is a check-box; by checking it, you can extend the value of the parameter to all the selected Songs.



The Info page with a single MP3 Song selected



The Info page with a single MIDI Song selected



The Info page with more Songs selected

4. Edit the various parameters that are associated to the selected Song:

Parameter	Meaning
ID	Progressive number assigned to the Song. You can type it to quickly select the Song (see page 77). The numbers can be re-generated to fill-in voids in the list (see page 93).
Name	Name of the Song. Usually, the name of a Song is different than the name of the file.
Track #	Track number on the original album. (MP3 only)
Artist	Usually, the singer or player.
Genre	Music genre of the Song.
Composer/Lyricist	Usually, the writer of the Songs/lyrics.
Year	Year of composition. Very useful to create a playlist of music from a particular age.
BPM	Beat Per Minute (it is the starting metronome tempo of the Song).
Rating	Your personal rating of the Song. This is useful when creating a playlist of "best of" Songs.
Album	Name of the original album. (MP3 only)
Key	Starting key of the Song. (MIDI file only)
Time Sign	Starting time signature of the Song. (MIDI file only)
Singer Type	Voice type of the original Song.
Transp	Automatically selected transposition (this is added to the original key of the MIDI or MP3 file). Please note MP3 files are limited to +5 and -6 semitones.
VP Preset	Voice Processor Preset, i.e., the voice effect and harmonizer settings that are selected when selecting the Song. If the Manual option is selected, the last selected preset is left unchanged. If you want to select a different preset, go to Mixer > Voice Processor Preset.
VP Tk	Song track controlling the vocal harmonizer. Chords or notes are sent from the selected track to the harmonizer.
Melody Track	With MIDI files, this is the Song track muted by pressing the switch or footswitch programmed to be the Melody Mute function. (MIDI file only)
Melody VR	With MP3 files, this is the Vocal Remover voice type. (MP3 only)
Melody	The default status of the melody track. If the Manual option is selected, the last selected status is left unchanged. To change the status, use the MELODY button on the control panel.

5. Touch the TEXT tab to associate a TXT file to a MID, KAR or MP3 Song file, or a CDG file to a MID+G or MP3+G Song file.

*Touch here to choose
a TXT file*

*Touch here to delete the
associated TXT file*



*Touch here to export
the associated TXT
file to a device*

*Touch here to export
the associated CDG
file to a device*

*Touch here to choose
a CDG file*

*Touch here to delete the
associated CDG file*

6. Touch the NOTES tab, then anywhere in the note page, to write some notes relevant to the Song.
 - If you have a PC keyboard connected, start typing.
 - If there is no PC keyboard connected, touch the writing area to make the virtual keyboard appear, and type your notes.
7. Touch the MORE tab to see information on the file itself.
8. When you're done editing the Song entry, touch the SAVE command to save everything in the library.
9. Press the EXIT button (one or more times) to return to the main screen.

Importing Songs into the library


When you know that you're always going to want to bring your own collection of Songs (in MID, KAR or MP3 format), you should copy it to the library of the MP-10 PRO.

Note: For a list of supported formats, please see "Supported Song formats" on page 41.

Note: Please do not copy copyrighted Songs. Only copy Songs for which you own the rights for multiple copies. Korg does not encourage unauthorized copying.

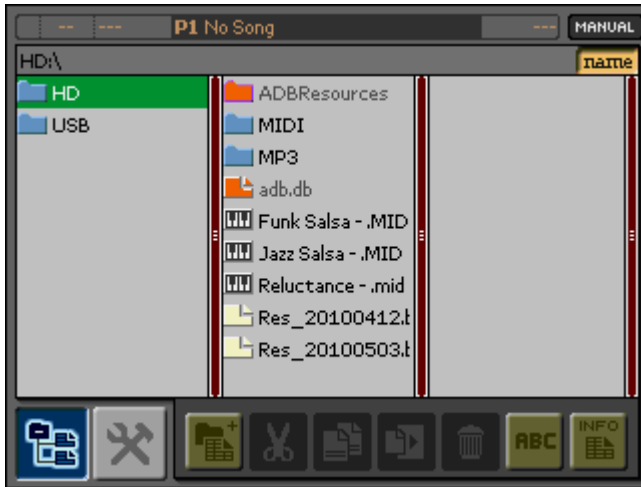
Importing individual Songs

You can import separate Songs in MID, KAR or MP3 format to the library. The Songs can be contained in an external USB device, or in any directory of the internal hard drive.

1. If the Songs to be imported are contained in an external storage device, connect it to one of the HOST USB ports of the MP-10 PRO.
2. Press the LIBRARY button, and touch the Import/Export  icon to go to the Import/Export page.



3. Touch the Import Song command to open the file browser.

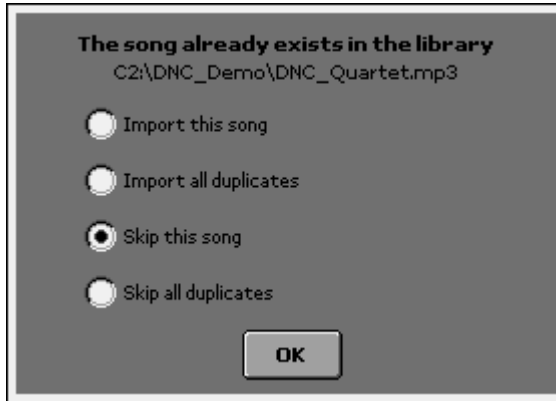


4. Touch the icon of the source device in the first column, and then browse to find the folder containing the Song to be imported.
5. Touch the desired Song to select it. If you want to select more than a single Song, keep the QUICK ACCESS KEY pressed and touch the other Songs (see how on “Selecting multiple items in a list” on page 22).
6. Press the OK button to import the selected Song(s). Wait until the import operation is completed and the indicator disappears.



When done, the Song(s) will be included in the library. It will stay there even after removing the USB device.

In case the library already contains a Song with the same name of the Song you are importing, a message will ask you if you want to import the Song or not:



You can choose between the following options:

- Import this Song: Imports the single Song and create a duplicate.
- Import all duplicates: Imports all duplicates, without asking you again.
- Skip this Song: Does not import the Song.
- Skip all duplicates: Does not import any duplicate.

7. Remove the USB device from the HOST port. No need to choose a remove command before doing it, but be sure the import operation is completed.

Importing a folder full of Songs

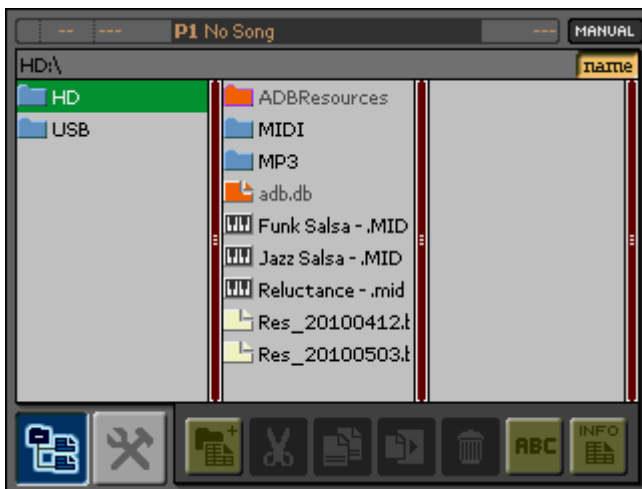
You can import a folder full of Songs in MID, KAR or MP3 format to the library. The Songs can be contained in an external USB device, or in any directory of the internal hard drive.

1. If the Songs to be imported are contained in an external storage device, connect it to one of the HOST USB ports of the MP-10 PRO.

2. Press the LIBRARY button, and touch the Import/Export () icon to go to the Import/Export page.



3. Touch the Import Folder command to open the file browser.



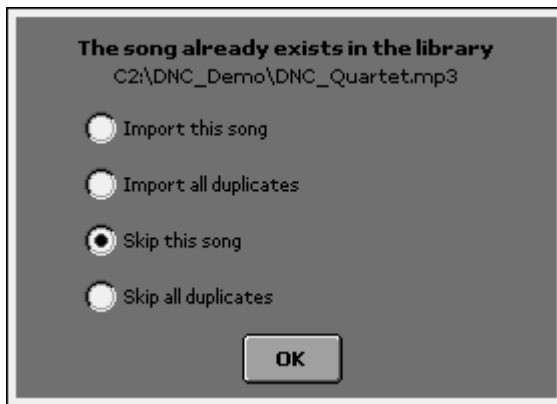
4. Touch the icon of the source device in the first column, and then browse to find the folder containing the Songs.
5. Touch the folder containing the Songs to select it.

6. Press the OK button to import the Songs. Wait until the import operation is completed and the indicator disappears.



When complete, the Songs will be included in the library. They will stay there even after removing the USB device.

In case the library already contains one or more Songs with the same name of the Songs you are importing, a message will ask you if you want to import the Songs or not:



You can choose between the following options:


- Import this Song: Imports the single Song and create a duplicate.
- Import all duplicates: Imports all duplicates, without asking you again.
- Skip this Song: Does not import the Song.
- Skip all duplicates: Does not import the Song, and any duplicate that might be found later during the import operation.

7. Remove the USB device from the HOST port. You will not need to select a remove command before doing it, but be sure the import operation is completed, to avoid damaging your media.

Importing an MP-10 PRO library

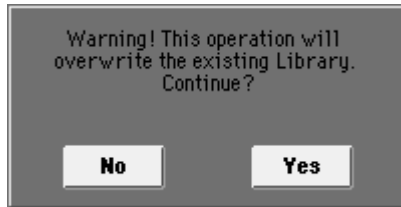
You can have multiple MP-10 PRO libraries stored in the internal or an external drive, and you can load them according to the show or the work you are doing in the studio.

WARNING: Loading a library overwrites and permanently deletes all of the Songs in the library, so please either export (Library > Export Library) or backup (Media > Backup) the data before importing.

1. If the library to be imported is contained on an external storage device, connect it to one of the HOST USB ports of the MP-10 PRO.
2. Press the LIBRARY button, and touch the Import/Export () icon to go to the Import/Export page.



3. Touch the Import Library command. A warning message asks you if you want to overwrite the library.



4. Touch Yes, and the list of connected storage devices will appear.
Note that the device only appears if it contains a compatible library.
5. Touch the icon of the external storage device containing the library to be imported, then touch OK to confirm (or Cancel to cancel).

WARNING: *By confirming, you will overwrite the library. Be sure you have a backup copy of it, if you need it, prior to performing this operation!*


The external library will be imported, and will become the new internal library. Any playlist associated to the library will also be imported.

6. Remove the USB device from the HOST port. You will not need to choose a remove command before doing it, but be sure the import operation is completed before disconnecting it, to avoid damaging your media.

Rebuilding the library's IDs

As an additional step after importing Songs, you could rebuild the IDs of your library. As mentioned, IDs are numbers that can help you selecting most frequently played Songs quickly (in the Info page of the Library). When importing, deleting or moving Songs in the library, some IDs may get lost and leave some gaps in the IDs. Rebuilding the library removes all gaps.

Note that rebuilding may reassign IDs.

1. Press the LIBRARY button, and touch the Tools () icon to go to the Tools page.




2. Touch the ID Renumber command to recreate all IDs in the library.
3. Press the EXIT button to return to the main screen.

Deleting Songs or the library

You can delete Songs that are no longer needed. Please keep in mind that Songs deleted from the library are gone forever (unless you have a copy of them somewhere else).

Deleting a Song (or a series of Songs) from the library

You can select and delete single Songs from the library.

1. Press the LIBRARY button to access the Library pages.
2. Browse through the files and touch the Song to delete. If you want to delete more than a single Song, keep the QUICK ACCESS KEY pressed and touch the other Songs (see “Selecting multiple items in a list” on page 22).
3. Touch the Tools () icon to access the Tools page. In the lower area of the page, you will see the name of the selected Song.




4. Touch the Delete command. A message will ask you if you want to confirm deletion. Touch Yes to confirm, or No to cancel the operation.

Warning: *Deleting a file from the library physically removes it from the storage device. Once done, the files are gone forever (unless you have a backup or the original files).*

5. Press the EXIT button to return to the main screen.

Deleting all the Songs from the library

When you want to start from an empty library, you can completely delete all the Songs from the library.

1. Press the LIBRARY button to access the Library pages.
2. Touch the Import/Export () icon to access the Import/Export page.



3. Touch the Delete Library command. A message will ask you if you want to confirm deletion. Touch Yes to confirm, or No to cancel the operation.

Warning: *Deleting the library physically removes it from the storage device. Once done, the files are gone forever (unless you have a backup or the original files).*




4. Press the EXIT button to return to the main screen.

Exporting single Songs or the whole library

You can export Songs from your library, and save them as separate files. Exported Songs are not removed from the library.

Exporting a single Song

You can export a single Song or a series of Songs from the library. You can either choose an external device, or the MP-10 PRO's internal hard drive.

1. If you want to export the Song to an external storage device, connect it to one of the HOST USB ports of the MP-10 PRO.
2. Press the LIBRARY button to access the Library pages.
3. Touch either the List View () or the Column View () buttons, and browse through the Songs.
4. Touch the Song that you want to export to select it. If you want to export more than a single Song, keep the QUICK ACCESS KEY pressed and touch the other Songs (see “Selecting multiple items in a list” on page 22).
5. Touch the Import/Export () icon to go to the Import/Export page. In the lower area of the page, you will see the name of the selected Song.



6. Touch the Export Song command. The file selector will appear.
7. Touch the device location where you want to export the Song(s). In case you want to save it into a folder, browse through the folders until you see the right one. Touch it to select it.
8. Touch OK, and the Song will be exported (it will not be removed from the library).
9. Press the EXIT button to return to the main screen.

Exporting the full library

You can export the library to backup your internal data, or to move it to another MP-10 PRO (for example, when there is an MP-10 PRO in your studio, and another one at the venue where you'll have a show).

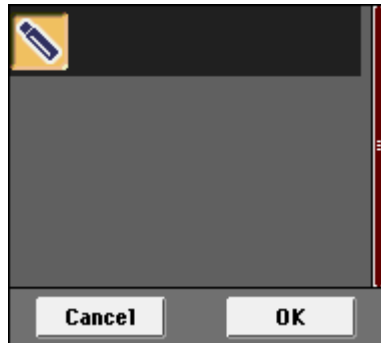
Please note that there can only be a single active library per device (MP-10 PRO, USB memory stick or hard drive), since the library is automatically saved to the root of the device. To create specialized sets, you can use playlists instead of multiple libraries.

1. Connect an external storage device to one of the HOST USB ports of the MP-10 PRO.

- Press the LIBRARY button, and touch the Import/Export () icon to go to the Import/Export page.



- Touch the Export Library command. A box showing the connected storage devices appears.



- Touch OK, and the library will be saved to the external device.

WARNING: You can only save a single library per device. Exporting to a device already containing a library will delete the older one.

Note: When exporting a library to an external device, please note that the “adb.db” file and the “ADBResources” folder are automatically created in the root of the device. Do not move, rename or delete these items, or the library will be unreadable.

Part 7: The Playlists

Playlists are a quicker way to select the Songs of from a limited set (compared to the full library archive), by organizing them into preferred lists with a limited number of items.


Playlists can be used in advance to select all of the Songs needed for a show (they are, as the name implies, the “playlist” of the show). They can also be used to create “sub-libraries”, each one containing a selection of a particular genres.

Playlists are contained inside each library. You can import or export them to other libraries; the Songs are imported or exported together with the playlists.

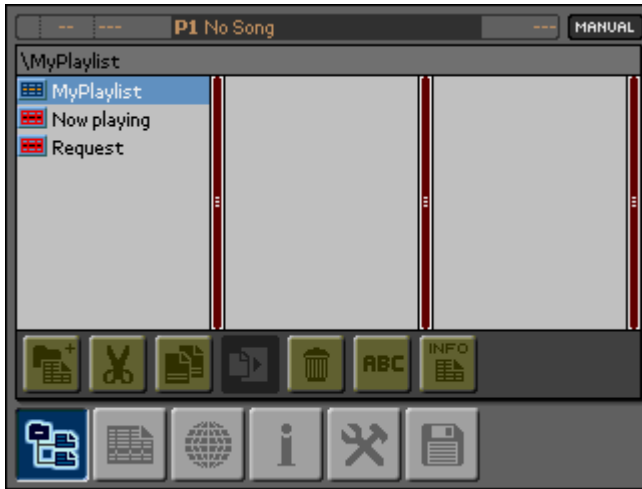
You can also export a playlist as a text file, to print a sheet for the musicians.

Selecting a playlist

You can select a playlist from the Playlist pages.

1. Press the PLAYLIST button to access the Playlist pages.
2. If it is not yet selected, touch the Playlist Library () icon to see the list of available playlists. Note that even if no custom playlist has been

created, there will always be the two reserved playlist “Now playing” and “Request” (more about them on page 101).



- 3. Browse through the list, and touch the playlist that you wish to select.
- 4. Press the OK button to select the playlist, and make it appear in the Playlist area of the main screen.



- 5. Press the EXIT button to exit from the Playlist pages.

Playing back the Songs of a playlist

The Songs that are contained in the selected playlist can be played in either the Manual, AutoLoad or NoStop play modes. How to use the playlists for playback is described in the chapter dedicated to the players (see instructions starting from page 41).

Reserved playlists


Two reserved playlists are always available, and cannot be deleted.

- “Now Playing” is the same list of Songs that appears in the main page.
- “Request” is a temporary list you can create “on the fly”, while requests are coming from your audience. The advantage of this special list is that you do not have to create a new playlist before starting to add Songs. After having created it, you can then save it with a different name, or delete all Songs it contains to have a blank playlist again.

Browsing through the playlists


There are two different ways to browse the Songs in a playlist.

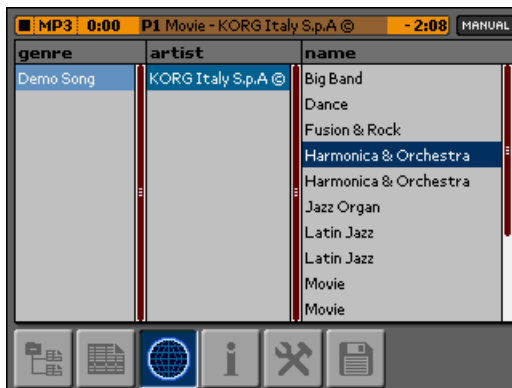
The List view

By touching the List View () icon, you can see the Songs in a playlist as a flat list. This is exactly as the List view of the library.





The Column view

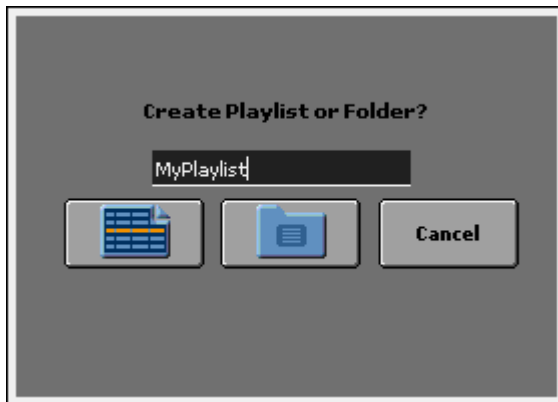
By touching the Column View () icon, you can see the Songs in a playlist as a three-pane view. This is exactly as the Column view of the library.




Creating and editing the playlists

Creating a new playlist


1. Press the PLAYLIST button to access the Playlist pages.
2. If you are not there, touch the Playlist Library () icon to see the Playlist Library page.
3. Touch the New Playlist/Folder () icon to open the Create Playlist or Folder dialog box:

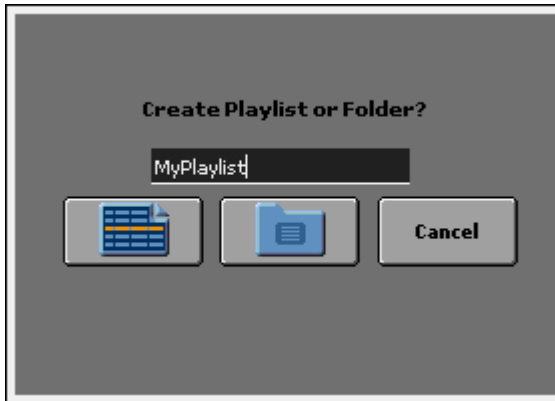



4. Type the name of the new playlist.
 - If there is a PC keyboard connected to the MP-10 PRO, start typing the name.
 - To open the virtual keyboard, touch the typing area, type the name and then touch OK to confirm.
5. Touch the New Playlist () icon to confirm, or the Cancel button to cancel.
6. Press the EXIT button to return to the main screen.

Creating a folder

Folders can be used to group playlists together, and keep everything organized.




1. Press the PLAYLIST button to access the Playlist Library page.
2. Touch the New Playlist/Folder () icon to open the Create Playlist or Folder dialog box:



3. Type the name of the new folder.
 - If there is a PC keyboard connected to the MP-10 PRO, start typing the name.
 - To open the virtual keyboard, touch the typing area, type the name and then touch OK to confirm.
4. Touch the New Folder () icon to confirm, or the Cancel button to cancel.
5. Press the EXIT button to return to the main screen.

Adding Songs to a playlist

Once a playlist has been created, you will populate it with Songs. Please remember that all Songs of a playlist are chosen from the library. The playlist is a sub-set of the library.

1. Press the LIBRARY button to access the Library pages.
2. While in the List () or Column () view, select the Song (or Songs) to be added to the playlist.
3. Touch the Tools () icon to access the Tools page.





4. Touch the Add to Playlist command.

5. The Playlist page appears:






6. Touch the target playlist to select it, and press the OK button. The Song will be added to the end of the playlist, and you will return to the Tools page.

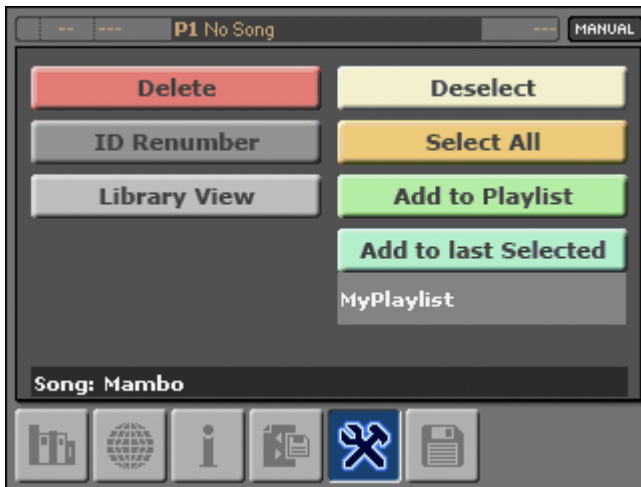
If you want to exit from this page without adding the Song, press the EXIT button to return to the Tools page.

7. Touch either the List () or the Column () view icons to view the Song in the library and select other Songs to be added to the playlist. Repeat the above procedure to add more Songs to the playlist.

Adding Songs to the last selected playlist

Here is a quick way to create a playlist. You can select a target playlist a first time, then use the Add to Last Selected command to add Songs to it, without having to select it again each time.



1. Press the LIBRARY button to access the Library pages.
2. If you are not there, touch the List View () icon to see the List View page, or the Column View () icon to access the Column View page.
3. While in the List or Column view, select the Song (or Songs) to be added to the playlist.
4. Touch the Tools () icon to access the Tools page.



5. Touch the Add to Last Selected command. The Song will be added at the end of the last selected playlist. The name of the playlist is shown under the button.
6. Press the EXIT button to return to the main screen.

Rearranging the Songs in the playlist

You can change the position of the Songs in a playlist.




1. Press the PLAYLIST button to access the Playlist pages.
2. If you are not there, touch the Playlist Library () icon to see the Playlist Library page, and select one of the playlists.
3. Touch the List View () icon to access the List View page.



4. Select the Song to be moved, then keep the QUICK ACCESS KEY pressed and press the LEFT ARROW button.
5. Touch the target position of the Song, then keep the QUICK ACCESS KEY pressed and press the RIGHT ARROW button. The Song will be moved to the new position.
6. Press the EXIT button to return to the main screen.

Editing a Song in the playlist

You can see and edit information about the selected Song(s).

1. Press the PLAYLIST button to access the Playlist pages.
2. If you are not there, touch the Playlist Library () icon to see the Playlist Library page, and select one of the playlists.
3. Touch either the List View () or the Column View () icon to access the List View or Column View page.
4. Select the Song(s) to edit (or to see relevant information about).

To select several Songs at once, keep the QUICK ACCESS KEY pressed and touch all the desired Songs (or turn the DIAL to select contiguous Songs).

5. Touch the Info () icon to access the Info page.



The screenshot shows the 'P1 No Song' Info page. The top bar displays 'P1 No Song' and a 'MANUAL' button. The main area contains a form with the following fields and controls:


- ID: 9
- Name: MySong
- Track #: (empty)
- Artist: (empty)
- Genre: <no genre>
- Composer / Lyricist: (empty)
- Year: (empty)
- BPM: (empty)
- Rating: (empty)
- Album: (empty)
- Singer Type: -
- VP Preset: Manual
- Transp.: 0
- Melody Mute: VR 4
- Melody: Manual

At the bottom of the form are three buttons: TEXT, NOTES, and MORE. A large green SAVE button is located on the right side. Below the form is a row of six icons: Playlist Library, List View, Column View, Info (highlighted in blue), Tools, and Save.

6. View and edit the parameters on this page. They are exactly the same as those found on the Info page of the Library, so we will not repeat them here (see “Editing a Song entry” on page 82).
7. Press the EXIT button to return to the main screen.

Deleting a Song from the playlist

You can delete Songs from the selected playlist. Note that deleting a Song from a playlist does not delete it from the library, nor from the physical storage device.

1. Press the PLAYLIST button to access the Playlist pages.
2. Select one or more Songs (either in the List View or the Column View page). To select several Songs at once, keep the QUICK ACCESS KEY pressed and touch all the desired Songs (or by turning the DIAL to select contiguous Songs).
3. Touch the Tools () icon to go to the Tools page.






4. Touch the Delete command to delete the selected Song.
5. Press the EXIT button to return to the main screen.

Managing the playlists

Cutting (or copying) and pasting a playlist

You can move or duplicate an existing playlist.


Note: You cannot cut the “Now Playing” and “Request” playlists.

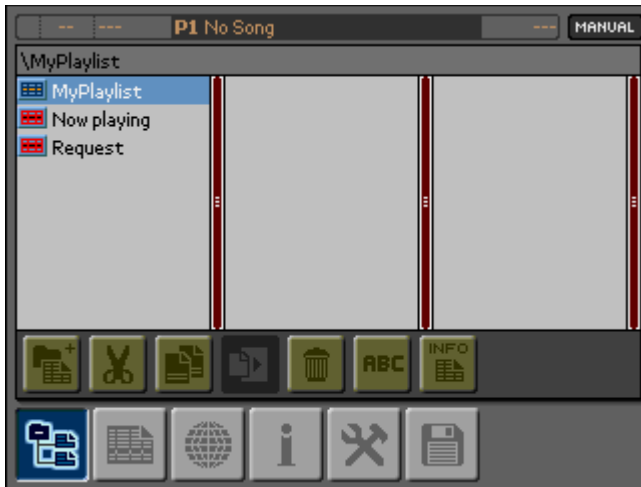
1. Press the PLAYLIST button to access the Playlist pages.
2. Browse through the files, and touch the playlist to be cut or copied to select it.
3. Touch the Cut () or Copy () icon to move or copy the selected playlist into the clipboard.
4. Browse through the files and folders, until you see the target folder. Touch it to select it.
5. Touch the Paste () icon to paste the playlist from the clipboard to the target folder.
6. Press the EXIT button to return to the main screen.


Deleting a playlist

You can delete a playlist that you no longer need.

Note: You cannot delete the “Now Playing” and “Request” playlists.

1. Press the PLAYLIST button to access the Playlist pages.
2. Touch the Playlist Library () icon to select the Playlist Library page.



3. Browse through the files, and touch the playlist to be deleted to select it.
4. Touch the Delete () icon to delete the selected playlist.
5. When the confirmation message appears, either touch OK to confirm deletion, or Cancel to cancel.

WARNING: Deleting a playlist will delete it forever. However, associated Songs are not removed from the library and the physical storage.

6. Press the EXIT button to return to the main screen.

Renaming a playlist

You can rename playlists.


Note: You cannot rename the “Now Playing” and “Request” playlists.

1. Press the PLAYLIST button to access the Playlist page.
2. Browse through the files, and touch the playlist to be renamed.
3. Touch the Rename (ABC) icon to open the Rename dialog box.



4. Type the name of the new playlist or folder. Folders can be used to group playlists together to keep things organized.
 - If there is a PC keyboard connected to the MP-10 PRO, start typing the name.
 - To open the virtual keyboard, touch the typing area, type the name and then touch OK to confirm.
5. Touch the OK button to confirm, or the Cancel button to cancel.

Getting information on a playlist

1. Press the PLAYLIST button to access the Playlist page.
2. Browse through the files, and touch the playlist that you wish to get information about.
3. Touch the Info () icon to see the relevant information.


Type	Playlist
Name	MyPlaylist
# Songs	3
Creation Date	2010-05-04 19:19:38
Total Time	7:22

4. Press the EXIT button to close the Info box.
5. Press the EXIT button again to return to the main screen.

Importing and exporting the playlists

Importing playlists

You can import playlists from a file generated with an Export Playlist operation (see “Exporting a playlist” on page 117). Importing a playlist also imports the corresponding Songs into the library, if they’re not already contained in it.




1. Press the PLAYLIST button to access the Playlist pages.
2. Touch the Tools () icon to access the Tools page.



3. Touch the Import Playlist command to open the file selector.
4. Browse through the PLS (playlist) files, and touch the file containing the playlist to be imported.
5. Press the OK button to import the playlist. The imported playlist will be placed after the existing ones.

Exporting Songs from a playlist

You can export one or more Songs from a playlist.


1. Press the PLAYLIST button to access the Playlist pages.
2. Touch either the List View () or the Column View () icon to see the List View or Column View page.
3. Browse through the Songs, and touch the Song(s) you wish to export. To select several Songs at once, keep the QUICK ACCESS KEY pressed and touch all the desired Songs (or by turn the DIAL to select contiguous Songs).
4. Touch the Tools () icon to see the Tools page.



5. Touch the Export Song command to export the Song(s).
6. Choose a target location where to save the Songs, and choose OK to confirm.
7. Press the EXIT button again to return to the main screen.

Exporting a playlist

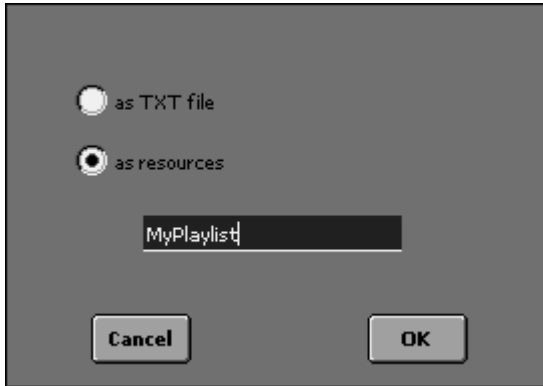
You can export a complete playlist.

1. Press the PLAYLIST button to access the Playlist pages.
2. Touch the name of the playlist to be exported.
3. Touch the Tools () icon to see the Tools page.



4. Touch the Export Playlist command to export the playlist.
5. Choose a target location where you want to save the playlist, and choose OK to confirm.


- 6. You are asked whether you want to export a TXT list of the selected Songs, or the playlist as a “resource” file. Choose to export the playlist (resource) file.



- 7. Enter a name for the exported playlist.
- 8. Touch the OK button to confirm, or Cancel to cancel the operation.
- 9. Press the EXIT button to return to the main screen.

Exporting a Song list as a text file

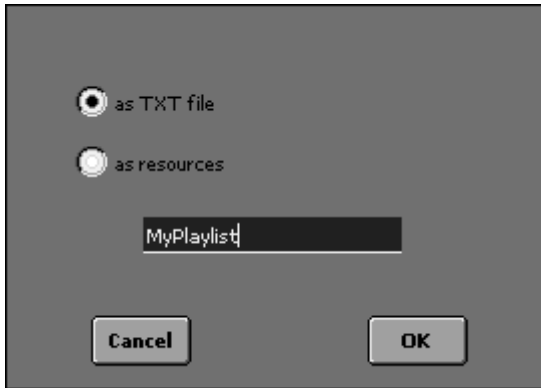
You can save the name of the Songs in a playlist as a text (TXT) file, to be used (for example) as a reminder during a show.

1. Press the PLAYLIST button to access the Playlist pages.
2. Touch the name of the playlist to be exported.
3. Touch the Tools () icon to see the Tools page.



4. Touch the Export Playlist command to export the playlist.
5. Choose a target location where you want to save the playlist, and choose OK to confirm.

6. You are asked whether you want to export a TXT list of the selected Songs, or the playlist as data resources. Choose to export a TXT file.

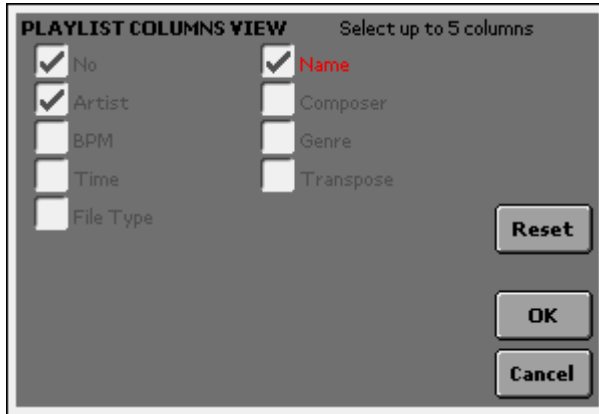


7. Enter a name for the exported TXT file.
8. Touch the OK button to confirm, or Cancel to cancel the operation.
9. Press the EXIT button to return to the main screen.

Customizing the List View

You can customize the Playlist's List View, exactly as you can do with the Library's List View.

While you are in the Playlist pages, go to the Tools page and touch the Playlist View button. Check the name of the columns you want to see.



Also, resizing columns can be done exactly in the same way seen for the Library's List View page (see on page 78).

Part 8: The Microphone

Two microphone inputs are provided to mix in two singers or one singer and the MC.

- The MIC 1 input is processed by the MP-10 PRO's studio quality effect processor (with vocal effects provided by TC-Helicon), and is dedicated to the lead vocals. On this input you can have level and pan controls, low cut filtering, dynamics control, equalization, harmonization, delay and reverb.
- The MIC 2 will instead be processed by more 'generic' effects, and is better suited to, for example, an acoustic guitar or to backing vocals. On this input you can have level and pan controls, equalization and reverb.

Connecting the microphones and setting the gain

Connect the microphones, then set their input gain.

Connecting the microphones

Turn down the MP-10 PRO's master volume level, then connect one or two dynamic microphones. (To connect condenser microphones, you need an external source of phantom power, for example a small mixer).



Turning the microphones on

Turn the microphone(s) on.

1. Press the MIC switch corresponding to the microphone to be turned on. The switch will light up.
2. To turn a microphone off, press the MIC switch again. The switch's light will go dark.

Hint: It is advisable to turn a microphone off, while not using it, to avoid a Larsen feedback or any unwanted noise.

Setting the microphone's input gain

You should set the input gain of each microphone before starting to use it. The gain controls let you adjust the sensitivity of the audio inputs, to prevent overloading at the preamplifier's stage. They are separate from the MIC volume knobs on the front panel, that are used to set the level of the microphone's signal into the general mix.

1. Set the MP-10 PRO MASTER VOLUME to a moderate level, and the MIC VOLUME knobs on the control panel in the center position. This way, you will be sure the microphone input will be routed to the outputs.
2. Turn the GAIN control located next to the microphone input all the way counter-clockwise to completely cut it out.
3. While smoothly turning the GAIN knob clockwise to increase the input level, sing or play loudly into the microphone.
4. Check the LED over the MIC VOLUME knob, and continue increasing the microphone's input level until the LED starts to turn on while you sing or play at the maximum level and dynamics (the so called 'signal peaks').
5. When the LED begins to light, turn the GAIN knob slightly counter-clockwise, until the LED no longer tuns on at the signal peaks.

Adjusting the microphone's volume

After setting the input gain, adjust the volume of the microphones in the mix.

Adjusting the volume of each microphone

Use the MIC volume level controls on the front panel to mix the microphone with the other sound sources.

1. Play a Song, and/or play some Sounds on the keyboard (if it is connected).
2. While the other sound sources (Songs, Sounds) are playing, sing or speak into the microphone.
3. Use the corresponding MIC level control to adjust the microphone level.

Note: The microphones' level controls can also be accessed via the Mixer > Voice Processor Setup page.



While turning the MIC knob clockwise, check the level in the master volume indicator on the control panel. The indicator should stay in the **orange** area while you sing or play at the maximum level and dynamics.

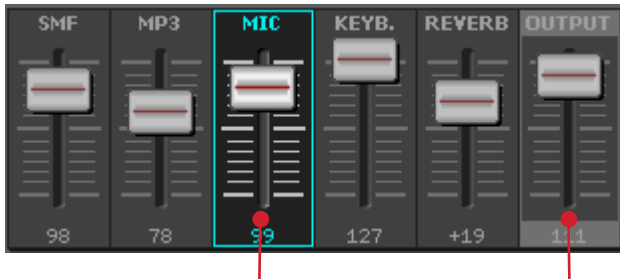


Don't let the level indicator go into the **red**, or the audio signal will distort. If the red indicator turns on, lower the MIC level a little, until the indicator returns to the orange area.

Adjusting the general volume of the microphones

After having set the input gain and the level of each microphone, you can control the final volume of both microphones with a single slider.

1. Press the MIXER button.
2. Be sure the Mixer Menu page is shown. If it isn't, touch the MIXER MENU button on the display.



3. While singing and playing into the microphone, drag the MIC slider on the display to adjust the level of both microphones. As an alternative, you can change the value using the DIAL or the UP/DOWN buttons.
4. Press the EXIT button to return to the main page.

The melody track / lead voice

You can turn the melody track or the lead voice of a Song on or off, to sing by yourself on the Song.

Turning the melody track, or the lead voice off

Here is how to turn off the melody track (MIDI file) or the lead voice (MP3 file) of a Song.

1. While playing a Song, press the MELODY button. The melody track is muted, or the lead voice removed.


With MP3 files, the Vocal Remover will attempt to remove the voice, but results will vary based on each song's dominant frequencies. The more the voice is panned to the center, and the less reverb there is on the voice, the more effectively the original voice can be removed.

2. Press the MELODY button again to let the melody track or the lead voice play again.

Programming the melody track or the voice type to remove

The default melody track in a MIDI file is track #4. However, you can choose a different track for each Song. In addition, you can choose a type of voice to be removed from each MP3 file by the Vocal Remover.

Note: *You cannot edit a Song assigned to one of the Players.*

1. Press the LIBRARY button to access the Library pages.
2. Touch the Song to edit, and touch the Info () icon to access the Info page.

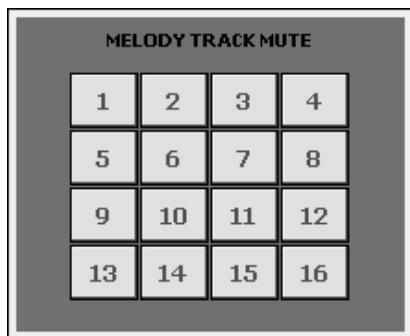


3. Touch the Melody Track/VR pop-up menu, and choose either a different track (MIDI file) or a type of voice (MP3 file).
4. Touch the Melody Mute pop-up menu to set the default status for the Melody Mute function. Setting this parameter to On would automatically remove the melody track or the lead voice when the Song is selected. Setting it to Manual would always force MP-10 PRO to read the current status of the MELODY button. Setting it to Off would force the Melody Mute function to turn off, and let the melody track or the lead voice play.
5. Touch the SAVE command to save the settings in the Song.
6. Press the EXIT button to return to the main screen.

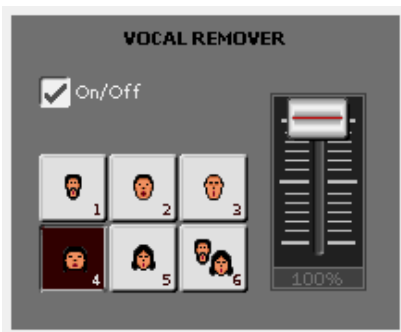
Choosing the melody track or the voice type on the fly

If your Song has a different track or a different voice type than the default or the programmed one, you can quickly choose a different one during playback.

1. Keep the QUICK ACCESS button pressed, and press the MELODY button to make the track/voice chooser appear.



Melody track chooser (for MIDI files)



Lead voice chooser (for MP3 files)

2. Touch the desired melody track or voice type.
3. If you are playing an MP3 file, in addition to choosing the voice type you can use the vertical slider to adjust the intensity of the voice suppression.
4. Press the EXIT button to exit the dialog box.

The choir/harmonizer

Your MP-10 PRO includes a powerful three-voice harmonizer, that will add a realistic virtual harmonies to your voice.

Adding harmony voices

If the microphone is connected to the MIC 1 input, you can add up to three melodies.

1. Press the CHOIR button. It will light up.
2. Play a Song (in MID or KAR format), or play some notes or chords on an external keyboard.

Note: For the Choir function to work, the Song must contain a track sending notes to the harmonizer. MP3 files cannot send notes or chords to the harmonizer.

3. While you or the Song are playing, sing into the microphone. You will hear the harmony voices.
4. Press the CHOIR button to turn the harmony voices off. The light in the button will go dark.

Where do the harmonizer notes/chords come from?

Usually, each MIDI Song includes a track containing notes or chords dedicated to the harmonizer (usually on MIDI channel #5). When you play a MIDI Song, you should immediately hear the harmony voices each time you sing into the microphone.

You should also be able to play notes or chords on an external keyboard, and immediately hear the harmony voices as well. By default, notes or chords from an external keyboard are received on MIDI channel #1. To change the MIDI channel, see “Playing the MP-10 PRO Sounds from another device” on page 206.

The vocal effects

The MP-10 PRO incorporates high-quality vocal effects provided by TC-Helicon; the effects are generated by the Voice Processor section.

- On MIC 1, available effects are low cut filtering, dynamics control, equalization, delay and reverb (in addition to the harmonizer).
- On MIC 2, available effects are equalization and reverb.

Adding effects

You can quickly add or mute the effects on the microphones.

1. Press the FX button. It will light up.
2. Sing into the microphone. You will hear the effects of the current vocal preset.
3. Press the FX button to turn the effects off. The light in the button will turn off.

Voice Processor Setup and Preset

The Voice Processor is the effect processor, kindly supplied by TC-Helicon, that is responsible of the harmonizer and the vocal effects.

There are two parts of the Voice Processor that you can edit: a fixed part (Setup), and a variable one, depending on manual selection or the selected Song (Preset).

Program the Voice Processor Setup to better suit your voice, or the voice of a guest singer. Program the Voice Processor Presets to memorize all of the effects and harmony voices for the different Song styles.

The Voice Processor Setup

Choosing a Voice Processor Setup

A Voice Processor Setup contains general settings for the lead voice, like low-cut filtering, compression and equalization. We already provided some standard settings, but you are invited to experiment (with the information provided below) and customize the setup for your own voice.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the VOICE P. Setup to access the Voice Processor Setup section.
3. Touch the SETUP button to go to the Setup page.



4. Touch the Voice Proc. pop-up menu, and choose one of the available Voice Processor Setups.

Hint: You could have a different setup for your voice and the voice of your guest singers.

5. Press the EXIT button to return to the main screen.

Removing any low-frequency pop and rumble (MIC1)

On MIC 1, you can activate a low-cut filter to allow for a cleaner signal from the microphone, by “cutting out” pops, floor rumble and mic handling noise.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the VOICE P. Setup to access the Voice Processor Setup section.
3. Touch the SETUP button to go to the Setup page.



4. Touch the Low Cut pop-up menu, and choose one of the available filters.
5. Touch the SAVE command to save the settings to a Voice Processor Setup (more info below).
6. Press the EXIT button to return to the main screen.

Automatically levelling dynamics through compression (MIC1)

On MIC 1, compression can even-out the dynamic level of your voice.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the VOICE P. Setup to access the Voice Processor Setup section.

3. Touch the SETUP button to go to the Setup page.



4. Touch the Dyn. pop-up menu, and choose whether to apply compression to the lead voice alone, the harmony voices, or both.
5. Use the knobs to edit each compressor parameter, as explained in the following table.

Parameter	Meaning
Thresh(old)	Dynamics level where the compressor starts to work. Range: -60 dB (only occasionally engaged) to 0 dB (constantly engaged).
Ratio	Amount of compression, when the compressor is engaged. Range: 1.1:1 (minimal compression) to 64:1 (heavy compression).
Gate	Cuts-out all signals (for example, noise floor or 'pops') under the assigned value. Range: Off, -70dB to 0dB.

6. Touch the SAVE command to save the settings to a Voice Processor Setup (more info below).
7. Press the EXIT button to return to the main screen.

Adjusting the stereo position of the microphones (MIC1/2)

For both MIC 1 and MIC 2, you can control the position of the microphone in the stereo panorama of the audio output signal.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the VOICE P. Setup to access the Voice Processor Setup section.
3. Touch the SETUP button to go to the Setup page.



4. Touch the MIC 1 or MIC 2 tab to select the microphone to program.
5. Touch the Pan control, and use the DIAL or the UP and DOWN buttons to adjust the location of each mic in the stereo spectrum.



6. Touch the SAVE command to save the settings to a Voice Processor Setup (more info on page 137).
7. Press the EXIT button to return to the main screen.

Adjusting the microphone level (MIC1/2)

The level controls on this page correspond to the MIC level knobs in the control panel.

When you move the physical knob, the virtual knob on the Voice Processor Setup page will also move. On the contrary, there is no way to automatically move the physical knob when you edit the virtual one; as a result, be warned of any possible mismatch in the knob's value.



Adding EQ (MIC1/2)

On both MIC 1 and MIC 2, equalization can improve the quality of the sound of your voice, or solve acoustic problems. The MP-10 PRO has an extremely flexible 3-band EQ with frequency and gain-adjustable high and low shelving bands, as well as a fully parametric middle band with Q control.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the VOICE P. Setup to access the Voice Processor Setup section.

3. Touch the SETUP button to go to the Setup page.



4. Touch the MIC 1 or MIC 2 tab to select the EQ that will be applied to the corresponding microphone input.
5. Use the knobs to edit the EQ parameters, as explained in the following table.

Parameter	Meaning
Low – Level	Level of the low-frequency band.
Low – Frequency	Center frequency of the low-frequency band.
Mid – Level	Level of the mid-frequency band.
Mid – Q	Width of the mid-frequency band. A narrower band means a more precise corrective action.
Mid – Frequency	Center frequency of the mid-frequency band.
High – Level	Level of the high-frequency band.
High – Frequency	Center frequency of the high-frequency band.

6. Touch the SAVE command to save the settings to a Voice Processor Setup (more info below).
7. Press the EXIT button to return to the main screen.

Saving a Voice Processor Setup

When you touch the SAVE command in a Voice Processor Setup page, the following dialog box appears:

Write Voice Setup

Name:

To

Voice Setup:

Save and use as default

Name of the Setup. Type it, or touch the area to make the virtual keyboard appear.

Preset where to save the current settings. Touch the arrow to choose a different Setup from the pop-up menu, or touch the name and use the DIAL or the UP/DOWN buttons.

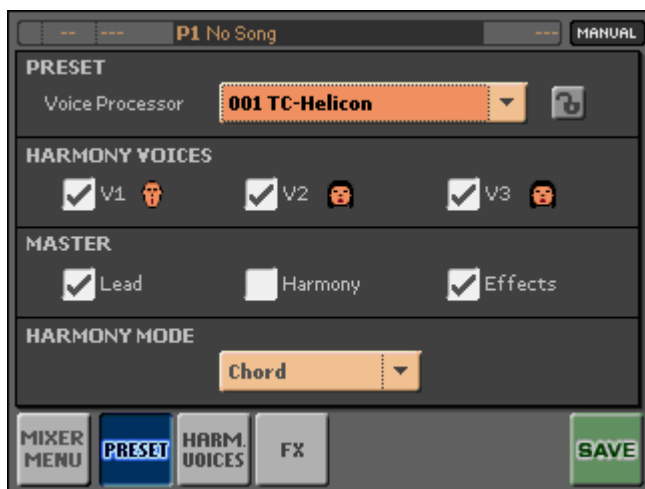
Check this box to make the current Setup the one that's automatically selected when turning the MP-10 PRO on.

The Voice Processor Presets

Choosing a Voice Processor Preset

A Voice Processor Preset is a memory of all voice processing effects that can be applied to MIC 1. It's like a sound preset for your vocal effects.


1. Press the MIXER button to access the Mixer Menu.
2. Touch the VOICE P. Presets button to go to the Voice Processor Presets page.



3. Touch the PRESET > Voice Processor pop-up menu, and choose the desired preset from the list.
4. If you want this preset to remain unchanged when selecting different Songs, close the lock icon next to the name of the preset.
5. Press the EXIT button to return to the main screen.

Assigning a Voice Processor Preset to a Song

You can let a Song automatically select a Voice Processor Preset.

1. Press the LIBRARY button to access the Library pages.
2. Touch the Song to edit, and touch the Info () icon to access the Info page.



3. Touch the VP Preset parameter, and use the DIAL or the UP/DOWN buttons to assign a Voice Processor Preset to the Song.
4. Touch the SAVE command to save the settings to a Voice Processor Preset (more info below).
5. Press the EXIT button to return to the main screen.

Turning the harmony voices and the effects on/off (MIC1)

You can customize the choir voices and the effects.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the VOICE P. Presets button to go to the Voice Processor Presets page.



3. Touch the Harmony Voices checkboxes to turn them on or off, depending on how many backing harmonies you would like to accompany you.
4. You can touch the MASTER > Harmony checkbox to turn all the harmony voices on or off at the same time. You might want to only use the vocal effects, and turn any backing voice off.
5. You can touch the MASTER > Effects checkbox to turn all the vocal effects on or off. You might wish to sing with dry voices, and turn off the effects.
6. If you don't want your own voice to be processed together with the backing vocals, touch the MASTER > Lead checkbox to turn it off.
7. Touch the SAVE command to save the settings to a Voice Processor Preset (more info below).
8. Press the EXIT button to return to the main screen.

Choosing the harmony mode (MIC1)

You can choose between three harmony modes, depending on how you prefer to send notes to the harmonizer/choir.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the VOICE P. Presets button to go to the Voice Processor Presets section.
3. Touch the PRESET button to access the Preset page.



4. Use the Harmony Mode pop-up menu to choose one of the available harmony modes for the current preset:


Option	Meaning
Shift	Harmony voices are automatically added when you sing into the microphone (the CHOIR function must be turned on). The fixed interval can be programmed in the next page (Harmony Voices).
Chord	Harmony voices play the chords received from the Song or the keyboard (the CHOIR function must be turned on). The voicing mode for each voice can be programmed on the next page (Harmony Voices).
Notes	Harmony voices play the notes received from the Song or the keyboard (the CHOIR function must be turned on).

5. Touch the SAVE command to save the settings to a Voice Processor Preset (more info below).
6. Press the EXIT button to return to the main screen.

Sending harmony chords and notes from a Song

When in Chord or Notes mode, the harmonizer can receive chords and notes from one of the tracks of the Song. You can assign a different Voice Processor Track (VP Track) to each Song in the library.

Note: You can only assign a VP Track for a MIDI file, not an MP3.

1. Press the LIBRARY button to access the Library pages.
2. Touch the MIDI file-based Song to edit, then touch the Info () icon to access the Info page.



3. Touch the VP Trk (Track) parameter, and use the DIAL or the UP/DOWN buttons to choose a track where you can read chords and notes.
4. Touch the SAVE command to save the settings to the Song.
5. Press the EXIT button to return to the main screen.

Sending harmony chords and notes from a MIDI keyboard

When in Chord or Notes mode, the harmonizer can receive chords and notes from an external MIDI keyboard. By default, the MP-10 PRO expects that the keyboard will transmit on MIDI channel #1, but you can change this setting.

This setting is general, and not tied to a particular Song. In addition to the MIDI channel, you can also set the octave transpose of the received notes, and the range within notes can be received (so that you can ‘split’ your keyboard between melody and chords).

1. Press the GLOBAL button to access the Global Menu.
2. Touch the MIDI Settings button to access the MIDI Settings section.
3. If it is not already selected, touch the MIDI SETUP button to access the Midi Setup page.



4. Use the MIDI Channel knob to choose the MIDI channel sending chords and notes to the harmonizer.
5. Use the Octave Transp In knob to set a transposition range for the notes sent to the harmonizer.
6. Use the In Note Range–Low and In Note Range–High knobs to set the lower and higher notes of the range where chords and notes should be

received by the harmonizer. This will let you recognize, for example, the notes played with the left hand as harmony notes, filtering out any melody note played with the right hand.

7. Touch the SAVE button to save the settings to the Global.
8. Press the EXIT button to return to the main screen (or touch the Global Menu button to return to the Global Menu).

Editing the harmony voices (MIC1)

You can edit each of the harmony voices.

• Accessing the edit page

1. Press the MIXER button to access the Mixer Menu.
2. Touch the VOICE P. Presets button to go to the Voice Processor Presets section.
3. Touch the HARM VOICE button to access the Harmony Voices page.



- *Editing the individual voices*

1. From the three icons in the top-left area of the page, select the voice that you want to edit.
2. Use the Voice On/Off checkbox to turn the voice on or off.
3. Use the Gender parameter to choose the gender of the voice.
4. Use the Voicing pop-up menu to choose the type of voice movement. This parameter means different things depending on the harmony mode of the preset (the one you chose in the previous page).

- *Chord Harmony Mode*

The harmony voices are always notes in the chord. A setting of Up1 will result in the harmony voice being the next note above the input voice in the chord. For instance, if the chord was C Major and the input note was an E, an Up1 setting would produce a G harmony voice, just above the input E.

The Root1 and Root2 values give the root of the recognized chord as the harmony voice, and Bass1 and Bass2 (bass voicing) give the lowest note received. Root2 and Bass2 are the higher pitch Root and Bass settings.

- *Shift Harmony Mode*

In this mode the voices are shifted relative to the input note. The values range from -24 semitones to +24 semitones.

- *Notes Harmony Mode*

In this mode there is no selectable voicing, since harmony voices exactly play received notes.

5. Use the Smooth knob to set how much of the input pitch nuance is applied to the output voice.
6. Pan and Level knobs adjust the corresponding values for the selected voice, relative to the other voices.

- *Editing general parameters for all of the voices*

At this point, you can edit the general parameters for all voices.

1. Use the Attack and Release knobs to set the envelope attack and release for all the voices.
2. Use the Portamento knob to define (in milliseconds) the time needed to reach a target note when a harmony voice needs to change pitch.
3. Use the Level knob to adjust the overall volume of the voices.

- *Saving the changes*

1. Touch the SAVE command to save the settings to the preset to a Voice Processor Preset (more info below).
2. Press the EXIT button to return to the main screen.

Adding a delay to the voice (MIC1)

On MIC 1, you can enable a delay for special effects. You can turn this effect on/off quickly, by using the FX button on the control panel.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the VOICE P. Preset to access the Voice Processor Preset section.
3. Touch the FX button to go to the FX page.



4. Choose the delay type by using the Type pop-up menu.

Delay Type	Notes and parameters
Off	No delay.
Mono	Mono delay.
Stereo	Stereo delay, with different settings on the two channels.
PingPong1	Stereo delay, bouncing between the stereo audio channels.
PingPong2	A variation of PingPong1.

5. Use the Delay knob to set the tempo of the repetitions, and the Feedback knob to set the number of repetitions.
6. Use the Src pop-up menu to choose a sync source. If you choose Manual, the delay speed is the one set with the Delay knob. If you choose MIDI, the

sync signal will come from MIDI. When the MIDI source is selected, you can set the beat unit with the R (Ratio) pop-up menu.

7. Use the High Frequency Damp pop-up menu to activate a low-pass filter for the repetitions.
8. Touch the SAVE command to save the settings to a Voice Processor Preset (more info below).
9. Press the EXIT button to return to the main screen.

Adding reverb to the microphones (MIC1/2)

On both MIC 1 and MIC 2, you can add ambient reverb. The reverb is the same for both microphones, but you can set the level on each microphone separately. You can turn this effect on/off quickly, by using the FX button on the control panel.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the VOICE P. Preset to access the Voice Processor Preset section.
3. Touch the FX button to go to the FX page.



4. Touch the MIC 1 or MIC 2 tab to select the reverb level that's applied to the corresponding microphone input. Use the Reverb Level knob to set the level.
5. Choose the reverb type by using the Type pop-up menu.

Reverb Type	Notes and parameters
Hall	This hall-type reverb simulates the reverberation of mid-size concert halls or ensemble halls.
SmoothHall	This hall-type reverb simulates the reverberation of larger halls and stadiums, and creates a smooth release.
Wet Plate	This plate reverb simulates warm (dense) reverberation.
Dry Plate	This plate reverb simulates dry (light) reverberation.
Room	This reverb simulates a small room.
Bright Room	This room-type reverb emphasizes the early reflections that make the sound brighter.
Early Reflections	This effect is only the early reflection part of a reverberation sound, and adds presence to the sound. By using the Type knob, you can select one of four decay curves.

6. Use the PreDelay knob to set the distance of the wall, and the Reverb Time knob to set the size of the room. Use the Pre L.EQ Gain knob to equalize the low frequencies, and the Pre H.EQ Gain to equalize the high frequencies and set the material of the reflecting surface.
7. Touch the SAVE command to save the settings to a Voice Processor Preset (more info below).
8. Press the EXIT button to return to the main screen.

Saving a Voice Processor Preset

When you touch the SAVE command in a Voice Processor Preset page, the following dialog box appears:

The screenshot shows a dialog box titled "Write Voice Preset". It has a "Name:" label followed by a text input field containing "TC-Helicon". Below this is the word "To". Underneath is a "Voice Preset:" label followed by a dropdown menu showing "01 - TC-Helicon". At the bottom of the dialog are two buttons: "Cancel" and "OK". Red arrows point from the text on the right to the "Name" field and the dropdown arrow.

Name of the Preset. Type it, or touch the area to bring up the virtual keyboard.

Preset to save the current settings to. Touch the arrow to choose a different Setup from the pop-up menu, or touch the name and use the DIAL or the UP/DOWN buttons.

WARNING: *Overwriting a preset will delete the previous settings forever (unless you have a backup copy of it).*

Note: *When you save a preset, all Songs in the library using the same preset are changed. If you fear that the new parameters may change something in the wrong way, save the edited preset under a different name and location.*

Talking to your audience

You can use the microphone (connected to any MIC input) to talk to your audience. Thanks to the Talk function of the MP-10 PRO, vocal effects and the level of the background music are lowered, so announcements can be made with the touch of a button.

The Talk function (MIC1/2)

Use the TALK button when you want to interact with your audience.

1. As soon as you want to talk to your audience, press the TALK button to turn the Talk function on.
2. Talk to your audience. The music level will be automatically lowered.
3. At the end of your chat with the audience, press the TALK button again to turn the Talk function off. Music and effects will resume immediately.

Note: *This parameter can also be found in the Mixer > Talk page.*

Setting the Talk function parameters

The way the Talk function works can be programmed.

1. Press the MIXER button to access the Mixer Menu.

2. Touch the TALK button to go to the Talk page.



3. Turn the Talk function on or off with the Talk On/Off checkbox (linked to the TALK button in the control panel).
4. Touch the FxLevel knob, and use the DIAL or the UP and DOWN buttons to adjust the amount of reverb applied to the Talk microphone.
5. Touch the Master Volume Attenuation knob, and use the DIAL or the UP and DOWN buttons to set how much the volume of the other sounds generated by the MP-10 PRO will be decreased when talking into the Talk microphone.
6. Touch the Reverb pop-up menu, and choose one of the available reverb effects.
7. Touch the SAVE command to save the settings to the Global-Talk preferences.
8. Press the EXIT button to return to the main screen.

Part 9: Lyrics, chords and score

The MP-10 PRO will let you read lyrics, chords and music score via the touch screen or video output. This allows you to sing or play another instrument while the Song continues.

Lyrics and chords formats

Lyrics and chords can be contained in a MIDI file, or in a text file associated with the MIDI or MP3 file. You can read them on the internal display or an external video.

Choosing a language

You can read text in various languages, but you can force the recognition of characters in your own language. This requires that you select the corresponding extended character set.

To do this, you must simply choose your language, as you should have already done when you first used your MP-10 PRO. Haven't you done it, yet? Then go to page 34, now!

Songs with embedded lyrics and chords

The MP-10 PRO can read lyrics and chords from MIDI files (MID and KAR files) in the Solton, M-Live (Midisoft), Tune1000, Ediol, GMX, HitBit, and XF formats, and the chord abbreviations of SMF in Solton, M-live (Midisoft), GMX, and XF formats. Any other format could be read, but there is no warranty text will be correctly rendered.

When lyrics and chords are contained in a Song, the Lyrics/Chords () icon appears in the player's header:



Songs with an associated TXT file

You can use any text editor on a personal computer to write lyrics and chords in a text file. The resulting TXT file can then be associated to the MIDI or MP3 file, and be read onscreen.

The text file must be in TXT format, with lines separated by CR and LF commands (as in Windows® NotePad). The text file must have the same name of the MIDI or MP3 file it is associated to. For example, if the name of the Song file is “Mylove.mid”, the associated text file must be “Mylove.txt”.

Please note that scrolling of associated text files is not automatic. To scroll this type of lyrics, you must use the vertical scrollbar on the display, or assign to a footswitch or a programmable switch the “Text Page Down” command. (See below for more information.)

Songs in the MIDI+G and MP3+G format

If you select a MIDI+G or MP3+G Song file, you will be able to see lyrics and chords as a graphic page.

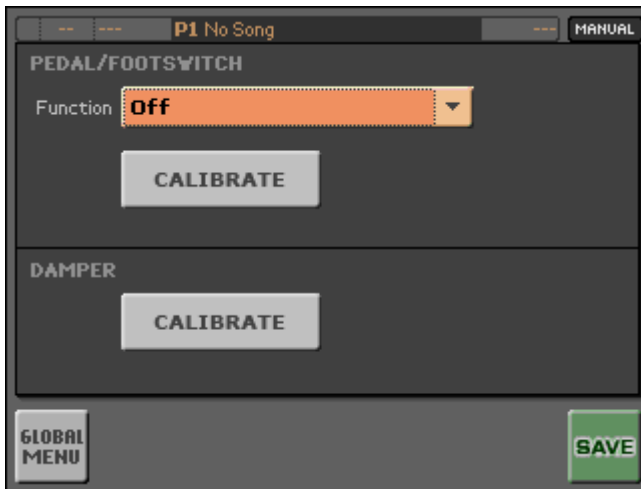
After pressing the LYRICS/SCORE button, the MIDI/MP3+G page will be automatically selected. The text will automatically scroll while the Song is playing.

Assigning the Text Page Down command to a switch or footswitch

If you plan to work with lyrics and chords included in TXT files, assign the “Text Page Down” command to a switch or footswitch.

• How to assign the command to a footswitch:

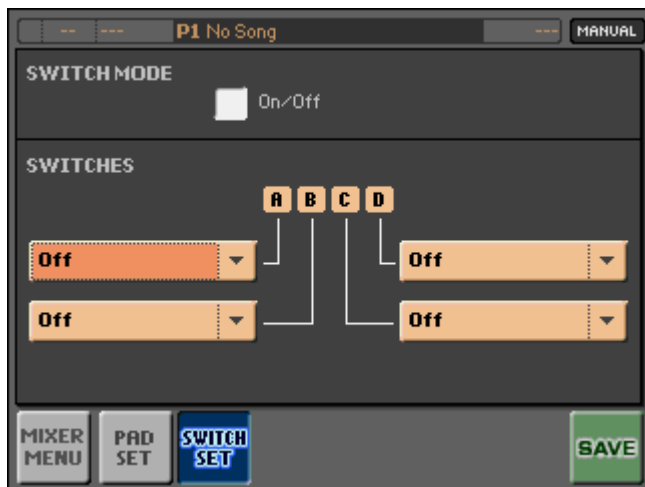
1. Press the GLOBAL button to access the Global Menu.
2. Touch the PEDAL Settings button to access the Pedal Settings section.



3. Touch the Function pop-up menu, and choose the “Text Page Down” command (to scroll down).
4. Touch the SAVE command to save the settings to the Global preferences.
5. Press the EXIT button to return to the main screen.

• *How to assign the command to a panel switch:*


1. Press the MIXER button to access the Mixer Menu.
2. Touch the SWITCH SET button to access the Switch Set page.



3. Check the Switch Mode On/Off button to turn the Switches on. Note that the Pads will be deactivated using this method.
4. Touch the Switches pop-up menu that corresponds to the switch that you want to program, and choose the “Text Page Down” command.
5. Touch the SAVE command to save the settings to the Global preferences.
6. Press the EXIT button to return to the main screen.

Reading the lyrics and chords

You can read lyrics and chords on the touch screen or an external display.

1. After having loaded a Song containing lyrics and/or chords, press the LYRICS/SCORE button to access the Lyrics/Score pages. Be sure the Lyrics/Chords () icon is selected.




2. Press the PLAY/PAUSE button to start the Song. The lyrics will appear together with the chord symbols (if any).
 - If the lyrics and chords are included in the Song's file, as the music goes the lyrics will be automatically highlighted, so that you can know what the current text or chord are.
 - If the lyrics and chords are contained in an associated TXT file (as seen above) you must press the switch or footswitch programmed as the "Page Down" control each time you want to change page.
3. Choose the size of the text using the two ABC buttons.
4. Turn the chords display on or off by touching the CHORD button.
5. Press the EXIT button to return to the main screen.


Reading the score

You can see any track of the selected Song (in the selected player) as traditional music notation.

1. After having selected a MIDI Song, press the LYRICS/SCORE button to access the Lyrics/Score pages.

As an alternative, you can keep the QUICK ACCESS KEY pressed, and press the LYRICS/SCORE button.

2. Touch the Score () icon to select the Score page:



The screenshot shows a music player interface with two staves of musical notation. The top staff is labeled '1' and has a red dot at the beginning. The bottom staff is labeled '7'. Chords FM7, Dm7, Em7, and FM7 are shown above the top staff, and Dm7 and Em7 are shown above the bottom staff. Lyrics 'Ooh baby' and 'Baby Oh oh _____ yeah' are displayed below the staves. The interface includes a top bar with 'MIDI 0:00 P1 Movie - KORG Italy S.p.A © - 4:04 MANUAL'. At the bottom, there are buttons for 'LYRICS', 'NOTE', 'CHORD', 'TRK1', and 'TREBLE'. Red lines with labels point to various elements: 'Currently selected staff (in red)' points to the top staff; 'Current position' points to a red dot on the top staff; 'Lyrics on/off' points to the LYRICS button; 'Note name on/off' points to the NOTE button; 'Chord on/off' points to the CHORD button; 'Shown track' points to the TRK1 dropdown; and 'Clef' points to the TREBLE dropdown.

Currently selected staff (in red)

Current position

Lyrics on/off

Note name on/off

Chord on/off

Shown track

Clef

The selected track is shown as traditional music notation. Depending on the content of the track, lyrics, notes and chords can be shown. The MP-10 PRO takes care of 'cleaning-up' the score for you, so that it is always easy to read.

Several automatic operations are carried out to clean-up the score: the MP-10 PRO automatically quantizes to 1/16 notes, detects triplets, avoids note overlap, understands syncopation, and groups beams according to the time signature.

In addition, spacing and measure length are dynamic, and single, double and end measure bars are automatically added. If a KeySign (Key Signature) event is found at the starting position (001.01.000) of the Song's Master track, the correct key signature is also shown.

3. When done with the score, press the EXIT button to return to the Lyrics page.
4. Press the EXIT button again to return to the main screen.

Connecting an external display

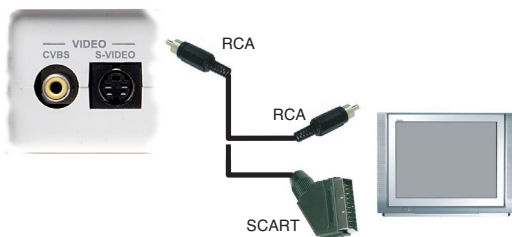
To share lyrics with your audience or another performer, or to see the screen on a wider surface (the video system of the venue, an external monitor...), you can connect an external display, TV set or video system.

Connecting the display

First of all, connect the cables.

1. Connect the external video to the MP-10 PRO via a set of video cables with RCA (CVBS) or Mini-DIN (S-VIDEO) connectors.

Depending on the type of display, you can use a cable of the type “Composite/RCA-to-RCA” (if the display is equipped with a Video Composite input), or “Composite/RCA-to-SCART” (if the display is equipped with a SCART connector). You can buy the needed cables at a store that sells television equipment.

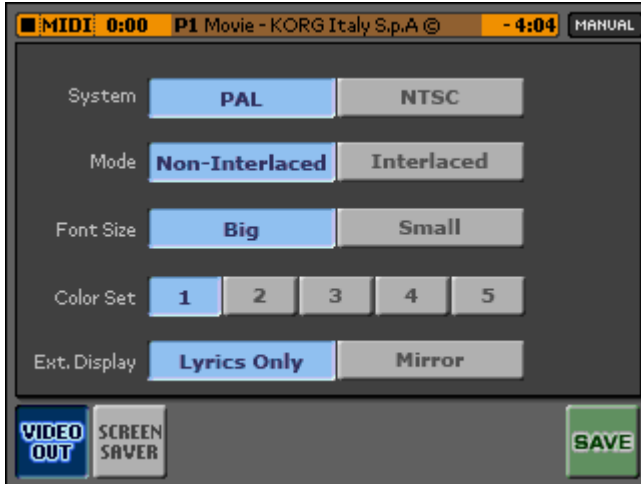


2. Turn the display on. If it is a TV set, tune it on the AV1 or AV2 input.

Setting the external display

After connecting the MP-10 PRO to an external display, you can set various visualization parameters.

1. Press the VIDEO button to open the Video Settings page:



- Set the various parameters to choose what will appear on the external video, according to the following table.

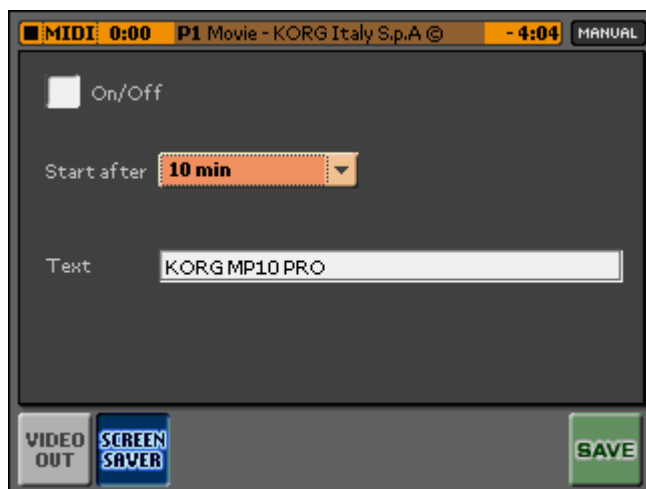
Parameter	Setting
System	Video standard. PAL is used in most European, South American, Asian and African countries. This setting can also be used with SECAM TV sets (used in France, Russia, and some African countries). For the latter, the picture will be shown in black & white. NTSC is used in North America, Central America and part of South America. It is also used in Japan, Korea, Taiwan, Philippines and Myanmar.
Mode	Experiment with this parameter to see if your external monitor produces better results with an interlaced or non-interlaced video signal. Interlaced is mostly useful for CRT TV sets. Non-Interlaced is mostly useful for LCD and Plasma TV sets or monitors.
Font Size	Size of the text.
Color Set	Combination of colors. Experiment to find the most readable one.
Ext. Display	“Lyrics only” only shows lyrics on the external display, and is useful to let your audience or singer read the text at time with the music. “Mirror” mirrors everything from the internal display, and is useful for you, the musician, to still keep an eye to the MP-10 PRO while reading text (and notes) on a bigger display.

- When done, touch the SAVE command to save the settings to the Global parameters.
- Press the EXIT button to exit and return to the main screen.

The screen saver

If the external display should remain turned on but unused for some time, you should let the screen-saver help preserve it.

1. Press the VIDEO button to open the Video Settings page.
2. Touch the SCREEN SAVER button to access the Screen Saver page.



3. Touch the On/Off checkbox to turn it on.
4. Use the Start After pop-up menu to specify after how many minutes it should turn on.
5. Write the text to be shown by the screen-saver in the Text area.
6. When done, touch the SAVE command to save the settings to the Global parameters.
7. Press the EXIT button to exit and return to the main screen.

Part 10: Playing Sounds with a keyboard

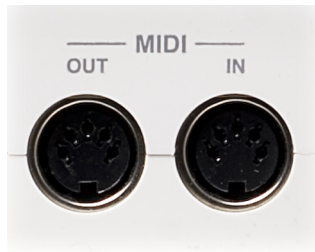
The MP-10 PRO also works as a MIDI sound module. You can connect a MIDI keyboard, and play its internal sounds, for example a grand piano to accompany your singing. Also, you can connect the MP-10 PRO to a personal computer, to play a MIDI file with a set of high-quality sounds.

Connecting a MIDI keyboard

You can connect a MIDI keyboard via the MIDI interface, and program the MP-10 PRO to recognize it.

Connection to the MIDI interface

Connect the MIDI OUT port of the keyboard to the MIDI IN port of the MP-10 PRO.



Choosing the 'Master Kbd' MIDI Setup

You can quickly setup the MP-10 PRO to receive on MIDI channel #1 from an external keyboard.

1. Press the GLOBAL button to access the Global Menu.
2. Touch the MIDI Settings button to access the MIDI Settings section.

3. If it is not already selected, touch the MIDI SETUP button to access the Midi Setup page.



4. Touch the Current Midi Setup pop-up menu, and choose the “Master Kbd” setup.
5. Touch the SAVE button to save the selection.
6. Press the EXIT button to return to the main screen.

Connecting the pedals

You can also directly connect a damper pedal and a footswitch to the MP-10 PRO. Instructions can be found on page 35.

Activating and deactivating the Sound section

The Sound section can be shown or hidden from the main page of the display, and can be completely activated or deactivated.

Showing/hiding the Sound section

Before being able to access the Sound section in the main screen, you must turn it on on the main screen.

1. Press the GLOBAL button to access the Global Menu, then touch the GENERAL Settings button to access the General Settings section.
2. Touch the GENERAL SET button to access the General Settings page.





3. To show the Sound section, touch the MIDI Keyboard Control On/Off checkbox to make the checkmark appear.



4. To hide the Sound section, touch the MIDI Keyboard Control On/Off checkbox to make the checkmark disappear.
5. Press the EXIT button to return to the main page.

Switching the Sound section on/off

To avoid unwanted sounds while you are far from the MP-10 PRO, you can momentarily turn the Sound section off.

1. While in the main screen, touch the Keyboard On/Off switch to turn the section off. The switch will appear in the off position ().
2. To turn it back on, touch the Keyboard On/Off switch again. The switch will appear selected ().

Note: For your convenience, this switch is duplicated in the Mixer > Keyboard Sounds & FX > Main page.

Choosing and playing the Sounds

While in the main page you should see a keyboard icon in the lower right corner of the display. By touching it, you can access to the Sounds.



Sounds and Performances

To allow for more than a single Sound on the keyboard, Sounds are organized into 'Performances'. Using them, you can play up to four Sounds on the keyboard. Performances will remember the current configuration of Sounds.

Sounds can be split or layered on the keyboard. They are associated with the most suitable effects. Transposition and fine-tuning are also selected when choosing a Performance.

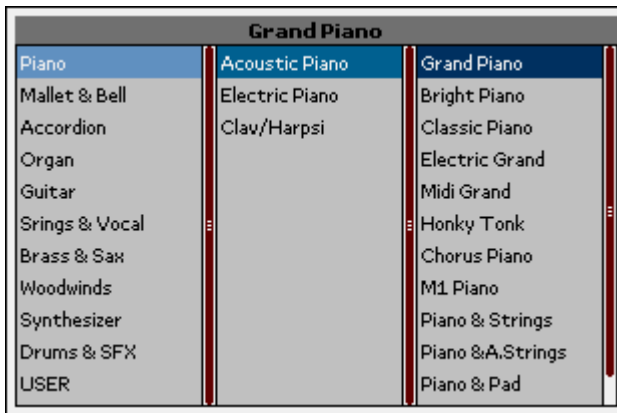
All this needn't to be re-programmed each time, since you can save your setting to a Performance, and recall it by just touching the keyboard icon on the main screen.

Choosing a Performance from the main screen

There are 128 factory and 128 user Performances to choose from. The first ones are pre-programmed at the factory, and cannot be overwritten or deleted. On the contrary, you can use the second ones to save your own changes.

Choose a Performance to quickly select the Sounds and Effects assigned to the keyboard.

1. While on the main screen, touch the keyboard diagram. The list of Performances will appear.

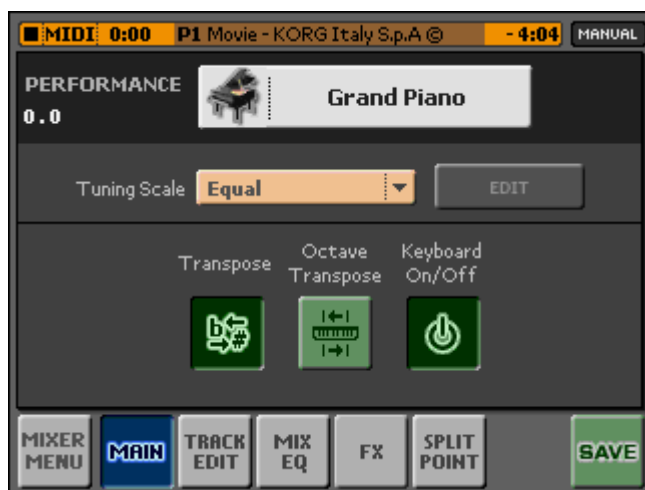


2. Browse through the categories, then the Performances.
3. Touch the Performance that you wish to select, and press the OK button.
4. Press EXIT to exit from the Sound browser and return to the main screen.

Choosing a Performance from the menu

In addition to using the keyboard icon on the main screen, you can choose a Performance from a pop-up menu.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the KEYBOARD Sound & FX button to access the Keyboard Sound & FX section.
3. Touch the MAIN (MAIN) button to access the Main page.



4. Touch the Performance pop-up menu to choose a Performance. All Sounds and Effects on the keyboard will immediately change.
5. Press the EXIT button to return to the main screen.

Tuning and transpose

Transposing the Sounds




Use the TRANSPOSE buttons to transpose the Sounds. Depending on the settings seen below, you will transpose the Sounds of the Song or the Sound assigned to the keyboard.

Setting the function assigned to the TRANSPOSE buttons



You can use the TRANSPOSE buttons to transpose the Songs or the keyboard Sounds (either chromatically or per octave).

- *Setting the function while on the main screen:*

This procedure lets you choose a transpose function either for the Song or for the keyboard.


- While on the main page, touch either the Song Transpose () , Keyboard Transpose () , or Keyboard Octave Transpose () buttons to assign the corresponding function to the TRANSPOSE buttons.

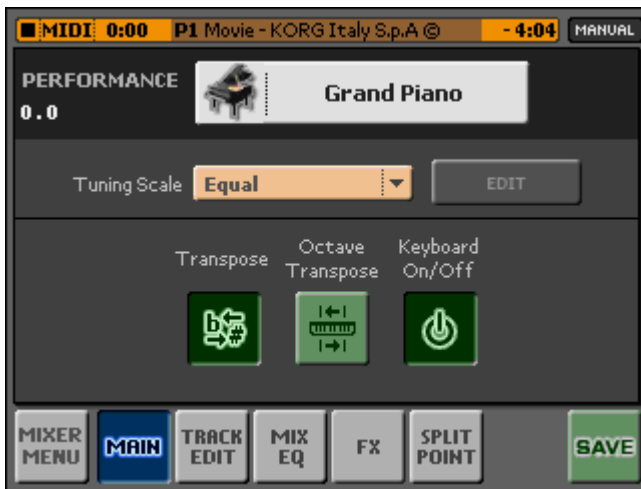




- You can link the Song Transpose () and Keyboard Transpose () functions by keeping the QUICK ACCESS KEY pressed, and touching any of the two icons. To unlink the two functions, touch either of the two icons.

• *Setting the function while in the edit pages:*

This procedure is only limited to the keyboard transpose.

- Press the MIXER button to access the Mixer Menu.
- Touch the KEYBOARD Sound & FX button to access the Keyboard Sound & FX section.
- Touch the MAIN () button to access the Main page.

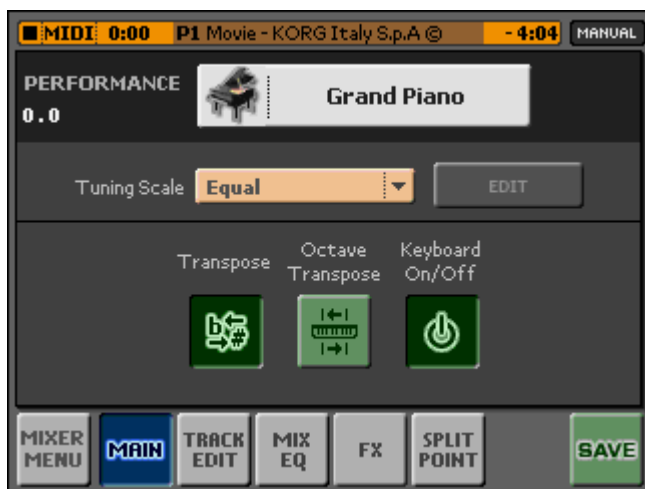


- Touch the Transpose () or Octave Transpose () button, depending on whether you want the TRANSPOSE buttons to work as a chromatic or octave transpose for the keyboard.
- Press the EXIT button to return to the main screen.

Choosing a tuning scale

You can choose a different tuning scale than the Equal tuning for the keyboard.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the KEYBOARD Sound & FX button to access the Keyboard Sound & FX page.
3. Touch the MAIN (MAIN) button to access the Main page.



4. Touch the Tuning Scale pop-up menu to choose a tuning scale. In case you select a User scale, you can touch the Edit command to edit it (see below).

Scale	Notes
Equal	Equal tuning, the standard scale for modern Western music. It is made of 12 identical semitones.
Pure Major	Major chords in the selected key are perfectly tuned.
Pure Minor	Minor chords in the selected key are perfectly tuned.
Arabic	An Arabic scale, using quarter tones.
Pythagorean	Pythagorean scale, based on the music theories of the great Greek philosopher and mathematician.
Werckmeister	Late Baroque/Classic Age scale. Very suitable for XVIII Century music.
Kirnberger	Harpsichord scale, also very common during the XVIII Century.
Slendro	Scale of the Indonesian Gamelan. The octave is divided in 5 notes (C, D, F, G, A). The remaining notes are tuned as in the Equal tuning.

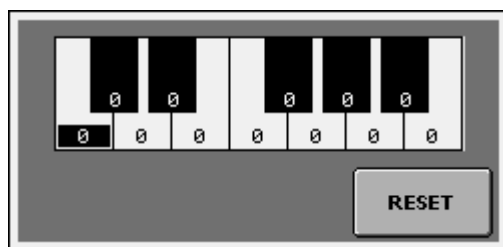
Scale	Notes
Pelog	Scale of the Indonesian Gamelan. The octave is divided in 7 notes (all white keys). The black keys are tuned as in the Equal tuning.
Stretch	Simulates the “stretched” tuning of an acoustic piano. Basically an equal tuning, the lowest notes are slightly lower, while the highest notes are slightly higher than the standard.
User	User scale, i.e. scale programmed by the user. The user scale can be saved to a Performance.

5. Touch the SAVE command to save the settings to the current Performance.
6. Press the EXIT button to return to the main screen.

Editing an user tuning scale

When the User scale is selected, you can touch the Edit button next to the Scale pop-up menu. You can then change each note’s tuning in cents of a semitone (within a range of ± 99 cents, referred to the Equal tuning). This way, you can create a custom scale, that you can then save to a Performance.

1. While the User scale is selected, touch the Edit button next to the Scale pop-up menu.




2. When the keyboard diagram appears, touch the note to be edited and use the numeric keypad, the DIAL or the UP/DOWN buttons, to adjust the selected note tuning in cents.
3. When you’ve finished editing, press the EXIT button to exit from the edit window.
4. Touch the SAVE command to save the settings to the current Performance.

Editing the Sounds and Performances

Choosing the Sounds

Each Performance is made of up to four Sounds: three of them assigned to the right hand (Upper tracks), and the other one to the left hand (Lower track). You can freely choose the Sounds and save them to a Performance.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the KEYBOARD Sound & FX button to access the Keyboard Sound & FX section.
3. If it is not yet selected, touch the TRACK EDIT () button to select the Track Edit page.




4. Touch the Sound box corresponding to the track to be edited. “L” is the Lower track, “U1...U3” are the Upper 1...3 tracks.
5. Touch the name of the Sound in the upper area to see the list of the available Sounds. Select a Sound, then press the OK button to assign it to the selected track. Press the EXIT button to close the list.
6. Use the Track On/Off buttons to turn the corresponding tracks on or off.
7. Use the Octave Transpose knob to transpose the corresponding track.

8. Use the Tune knob to fine tune the selected track.
9. Touch the SAVE command to save the settings to the current Performance.
10. Press the EXIT button to return to the main screen.

Mixing Sounds

As with a mixer, you can adjust the volume, pan, reverb and effect send for each Sound of the keyboard.


1. Press the MIXER button to access the Mixer Menu.
2. Touch the KEYBOARD Sound & FX button to access the Keyboard Sound & FX section.
3. Touch the MIX/EQ () button to select the Mix/EQ page.



4. For each track, use the Volume, Pan, Reverb and FX knobs to edit the corresponding Sound.
5. Touch the SAVE command to save the settings to the current Performance.
6. Press the EXIT button to return to the main screen.

Editing the equalization

You can adjust the three-band semi-parametric equalization for each Sound of the keyboard.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the KEYBOARD Sound & FX button to access the Keyboard Sound & FX section.
3. Touch the MIX/EQ () button to select the Mix/EQ page.




4. Use the knobs to edit the value of each EQ parameter.
5. Use the knobs to edit the EQ parameters, as explained in the following table.

Parameter	Meaning
High	Level of the high-frequency band.
Middle	Level of the mid-frequency band.
Middle Freq	Center frequency of the mid-frequency band.
Bass	Level of the bass-frequency band.

6. Touch the SAVE command to save the settings to the current Performance.
7. Press the EXIT button to return to the main screen.

Choosing the reverb and effects

Each Performance can be processed by a master reverb and a modulating effect, that are applied to all Sounds of the Performance. You can adjust the send level to each master effect on the previous page (Mix).

1. Press the MIXER button to access the Mixer Menu.
2. Touch the KEYBOARD Sound & FX button to access the Keyboard Sound & FX section.
3. Touch the FX () button to select the FX page.



4. Touch the FX pop-up menu, and select a modulating effect for the Song. Use the knobs to edit the various parameters. The FX Amount parameter lets you adjust the level of the effect.

For a list of available effects, please see the relevant table in the Appendix.


5. Touch the Reverb pop-up menu, and select a reverb for the Song. Use the knobs to edit the various parameters. The FX Amount parameter lets you adjust the level of the reverb.

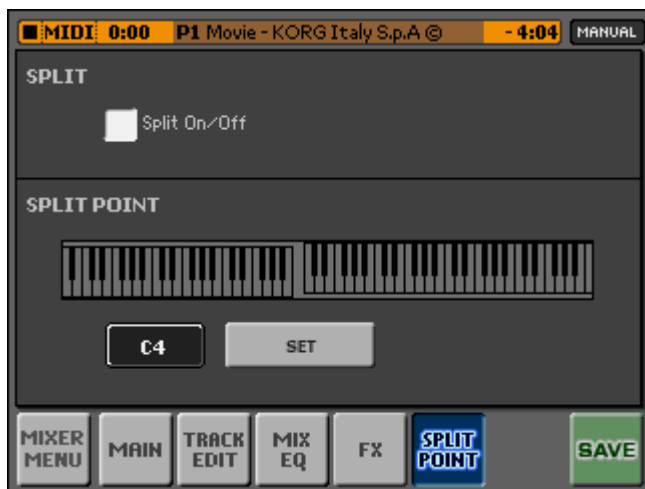
For a list of available reverbs, please see the relevant table in the Appendix.

6. Touch the SAVE command to save the settings to the current Performance.
7. Press the EXIT button to return to the main screen.

Splitting the keyboard

You can assign a Sound to the left hand (Lower track) and up to three Sounds to the right hand (Upper tracks). The split point can be freely programmed.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the KEYBOARD Sound & FX button to access the Keyboard Sound & FX section.
3. Touch the SPLIT POINT () button to access the Split Point page.

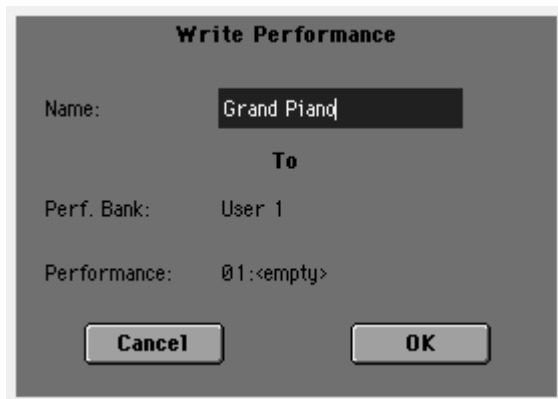


4. Touch the Split On/Off checkbox to activate the split. Now, you can play two different Sounds on the left and right halves of the keyboard.
5. Touch the SET command to set the split point, then play the note where you want the split point to fall.
6. To choose the Sounds that you want to be played with the left and right hands, go to the Track Edit page.
7. Touch the SAVE command to save the settings to the current Performance.
8. Press the EXIT button to return to the main screen.

Saving a Performance

After editing all of the parameters of the Performance, you can save them into one of the 128 available User Performances locations.

1. While you are in one of the Keyboard Sounds & FX pages, touch the SAVE command to open the Write Performance dialog box.



2. Touch the Name area to edit the name. If there is a PC keyboard connected, type the name. Otherwise, touch the area a second time, and enter the name using the virtual keyboard.
3. In case you don't want to overwrite the existing Performance, but create a new one, select a different bank and a different location in memory.

Warning: *If you overwrite an existing Performance, it will be gone forever. Be sure you have a backup copy of it.*

4. When you're done, touch OK to confirm saving, or Cancel to cancel the save operation.

Part 11: Pads and Assignable Switches


Four Pad/Switch buttons are supplied, to let you trigger additional Sounds or cycling sequences, or to access special functions.

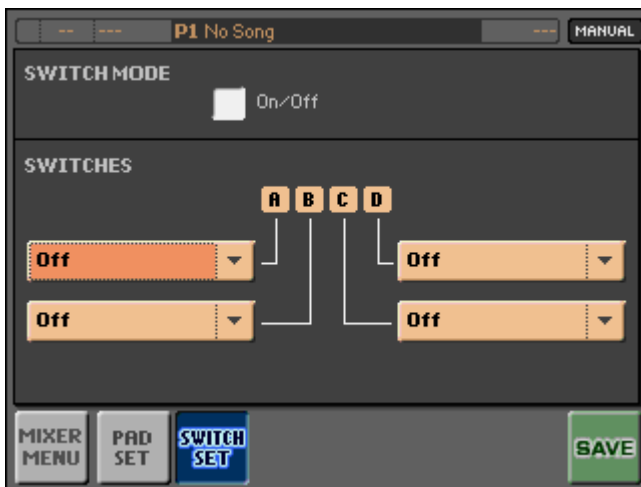
Programming the Pads/Switches

You can program the four PAD/SWITCH buttons as Pad or Assignable Switches.

Choosing between Pads and Assignable Switches

The four PAD/SWITCH buttons can work either as Pads or as Assignable Switches. Here is how to set them.


1. Press the MIXER button to access the Mixer Menu.
2. Touch the PADS Settings button to access the Pads Settings section.
3. Touch the SWITCH SET () button to access the Switch Set page.



4. If you want the buttons to act as Pads, leave the Switch Mode box unchecked. If you want them to work as Assignable Switches, check the box.
5. Touch the SAVE command to save the new settings into the current Pad Set.
6. Press the EXIT button to return to the main screen.

Assigning Hits or Sequences to the Pads

You can assign Hits or Sequences to the Pads, and save them into a Pad Set.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the PADS Settings button to access the Pads Settings section.
3. Touch the PAD SET () button to access the Pad Set page.

As an alternative, you can always access this page by keeping the QUICK ACCESS KEY pressed and pressing any of the Pad buttons.



4. Touch the Set name, and choose one of the available sets from the list. Press the OK button to confirm your selection, and press the EXIT button to close the list.

Factory sets are pre-programmed at the factory and cannot be overwritten or deleted. User sets are free to save your changes.

5. Touch the box corresponding to the Pad that you want to program, and choose one of the available Hits or Sequences. Press the OK button to confirm your selection, and press the EXIT button to close the list.

Hit items are single-shot sounds, while Sequence items are cycling sequences.

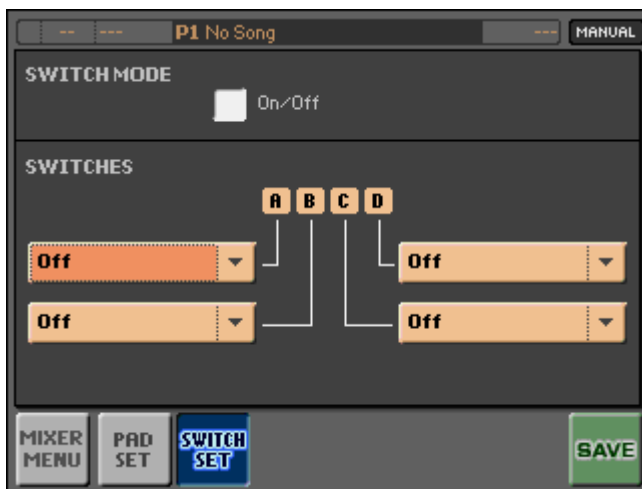
6. Use the Volume knob to set the relative level of the Pad. Use the Pan knob to set the position in the stereo panorama. Use the Reverb knob to adjust the send level to the Performance's reverb.
7. Repeat the programming for all the four Pads.
8. Touch the SAVE command to save the new settings into the current Pad Set.
9. Press the EXIT button to return to the main screen.

Assigning functions to the switches

You can assign a function to each of the four Assignable Switches, and save them into a Performance.

1. Press the MIXER button to access the Mixer Menu.
2. Touch the PADS Settings button to access the Pads Settings section.

3. Touch the SWITCH SET () button to access the Switch Set page.



4. Be sure the Switch Mode checkbox is checked.
5. Use the pop-up menus to assign a function to the corresponding switch.

Function	Meaning
Off	No function assigned.
Performance Up	Selects the next Performance.
Performance Down	Selects the previous Performance.
All FX Mute	Mute all effects.
Text Page Down	Scrolls a TXT file associated to the selected Song to the previous page.
Text Page Up	Scrolls a TXT file associated to the selected Song to the next page.

6. Touch the SAVE command to save the new settings into the current Pad Set.
7. Press the EXIT button to return to the main screen.

Playing the Pads

Use the Pad buttons to play up to four Hits or Sequences. Sequences will play in synch with the tempo of the active player.

1. Press one or more Pad buttons to hear the corresponding Hit or Sequence.
2. In case of cycling sequences, press the same Pad button again to stop it.

Using the switches

To use the switches, just press the one corresponding to the desired function.

Part 12: Editing Songs

You can edit several parameters regarding the Sounds assigned to the MIDI files.

Choosing Sounds

You can assign different Sounds to a MIDI file. Please note that Sounds could still change during the playback, if Program Change messages are found in the sequence.

1. Choose a MIDI file and assign it to Player 1.
2. Press the MIXER button to access the Mixer Menu.
3. Touch the SMF Song Edit button to access the SMF Song Edit page.
4. If it is not yet selected, touch the TRACK Sound button to select the Track Sound page.



5. If needed, touch the TRACK button to switch between tracks 1-8 and 9-16.
6. Touch the Sound box corresponding to the track to be edited.

7. Touch the name of the Sound in the upper area to see the list of available Sounds. Select a Sound, and press the OK button to assign it to the selected track. Press the EXIT button to close the list.
8. Use the Track On/Off buttons to turn the corresponding tracks on or off.
9. Use the Octave Transpose knobs to change the octave transposition of the corresponding tracks.
10. Use the Tune knob to fine tune the selected track.
11. When done, press the SAVE command.
12. Press the EXIT button to return to the main screen.

Mixing Sounds

You can adjust the volume, pan, reverb and effect send for each track of the Song.

1. Choose a MIDI file and assign it to Player 1.
2. Press the MIXER button to access the Mixer Menu.
3. Touch the SMF Song Edit button to access the SMF Song Edit page.

4. Touch the MIX button to select the Mix page.



5. If needed, touch the TRACK button to switch between tracks 1-8 and 9-16.
6. On each track, use the Volume, Pan, Reverb and FX knobs to edit the corresponding parameter.
7. When done, press the SAVE command to save the settings in the Song.
8. Press the EXIT button to return to the main screen.

Choosing the reverb and effect

Each Song can include a master reverb and a modulating effect. You can adjust the send level to each of them on the previous page (Mix).

1. Choose a MIDI file and assign it to Player 1.
2. Press the MIXER button to access the Mixer Menu.
3. Touch the SMF Song Edit button to access the SMF Song Edit page.

4. Touch the FX button to select the FX page.



5. Touch the FX pop-up menu, and select a modulating effect for the Song. Use the knobs corresponding to the various parameters to edit the effect. The FX Amount parameter lets you adjust the level of the effect.

For a list of available effects, please see the relevant table in the Appendix.

6. Touch the Reverb pop-up menu, and select a reverb for the Song. Use the knobs corresponding to the various parameters to edit the reverb. The FX Amount parameter lets you adjust the level of the reverb.

For a list of available reverbs, please see the relevant table in the Appendix.

7. When done, press the SAVE command to save the settings in the Song.
8. Press the EXIT button to return to the main screen.

Editing the equalization

You can adjust the three-band semi-parametric equalization for each track of the Song.

1. Choose a MIDI file and assign it to Player 1.
2. Press the MIXER button to access the Mixer Menu.
3. Touch the SMF Song Edit button to access the SMF Song Edit page.
4. Touch the EQ button to select the EQ page.



5. If needed, touch the TRACK button to switch between tracks 1-8 and 9-16.
6. Use the knobs to edit the EQ parameters, as explained in the following table.

Parameter	Meaning
High	Level of the high-frequency band.
Middle	Level of the mid-frequency band.
Middle Freq	Center frequency of the mid-frequency band.
Bass	Level of the bass-frequency band.

7. When done, press the SAVE command to save the settings in the Song.
8. Press the EXIT button to return to the main screen.

Editing the Sounds

You can edit the Sounds that are assigned to each track, to fine-tune them to your taste.

1. Choose a MIDI file and assign it to Player 1.
2. Press the MIXER button to access the Mixer Menu.
3. Touch the SMF Song Edit button to access the SMF Song Edit page.
4. Touch the SOUND EDIT button to select the Sound Edit page.



5. If needed, touch the TRACK button to switch between tracks 1-8 and 9-16.
6. You can change the Sounds that are assigned to each track from this page too. Touch the Sound box corresponding to the track that you want to edit, then touch the name of the Sound in the upper area to see the list of available Sounds. Select a Sound, and press the OK button to assign it to the selected track (or press the EXIT button to cancel).
7. Touch the Sound box corresponding to the track whose Sound that you wish to edit.

- For each track, use the knobs to edit the various Sound parameters.

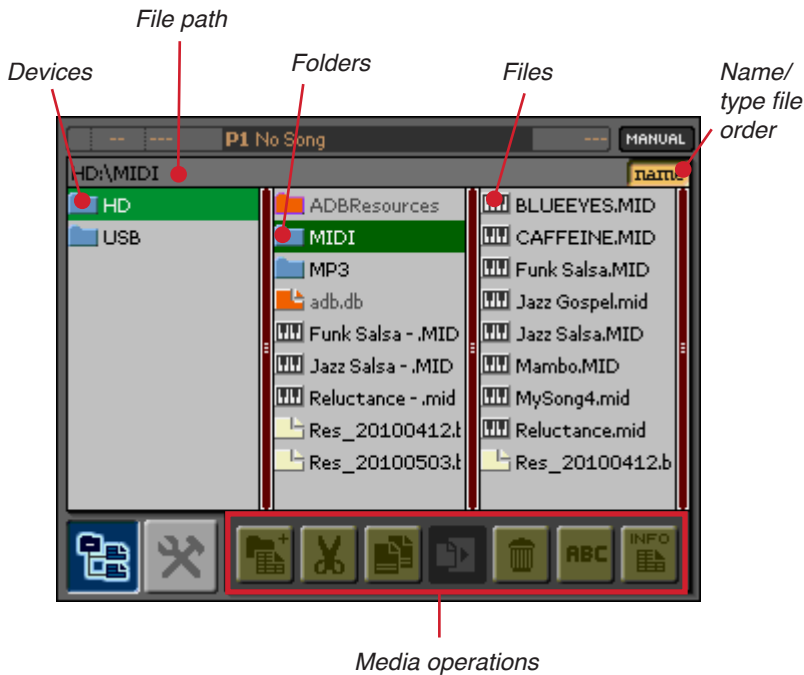
Parameter	Meaning
Attack	Time taken to reach the maximum level of the sound once the key is pressed.
Decay	Time needed to go from the maximum sound level (at the end of the attack) to the sustaining level.
Release	Time needed to go from the release of the key, to silence.
Cutoff	Filter cutoff, or brightness of the Sound.
Resonance	Resonance of the filter.
LFO Depth	Intensity of the vibrato.
LFO Speed	Speed of the vibrato.
LFO Delay	Delay before the vibrato engages.

- If you want to recall the original values for the current track, touch the Reset Track command.
- If you want to recall the original values for all the tracks, touch the Reset All command.
- When you're done, press the SAVE command.
- Press the EXIT button to return to the main screen.

Part 13: Managing Files

Browsing through the files

While on a Media page, data is presented in three columns. On the left there are the devices or the top levels, while going toward the right you can go deeper inside the folders and the files they contain.




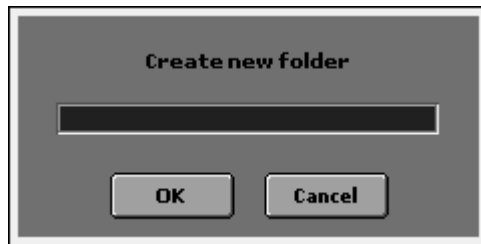
Touch a folder to see its content in the column at the right. Touch the Name/Type icon to change the order of the files. Touch a file to select it. After selecting a file or folder, touch one of the icons under the list, to perform the corresponding operation on the selected item. The allowed operations are described below.

Editing files and folders

Creating a new folder

You can create new folders on your hard drive, to group files and other folders together.

1. Press the MEDIA button to access the Media pages.
2. Browse through the files and folders, until you see the content of the folder where you want to create the new folder.
3. Touch the New Folder () icon to open the Create New Folder dialog box.






4. Type a name for the new folder.
5. Touch the OK command to create the new folder (or Cancel to cancel).
6. Press the EXIT button to return to the main screen.

Cutting or copying, and pasting files or folders


You can cut, copy and paste files and folders to your hard drive. You can also select multiple files or folders, and apply the operations to all items selected.

1. Press the MEDIA button to access the Media pages.

2. Browse through the files, and touch the file or folder to be cut or copied to select it. If you want to select more than a single item, keep the QUICK ACCESS KEY pressed and touch the other items (see “Selecting multiple items in a list” on page 22).
3. Touch the Cut () or Copy () icon to move or copy the selected file or folder to the clipboard.
4. Browse through the files and folders, until you see the target folder. Touch it to select it.
5. Touch the Paste () icon to paste the file or folder from the clipboard to the target folder.
6. Press the EXIT button to return to the main screen.

Deleting files or folders

You can delete files and folders from your hard drive. You can also select multiple files or folders, and delete all selected items at once.


1. Press the MEDIA button to access the Media pages.
2. Browse through the files, and touch the file or folder to be deleted to select it. If you want to select more than a single item, keep the QUICK ACCESS KEY pressed and touch the other items (see “Selecting multiple items in a list” on page 22).
3. Touch the Delete () icon to delete the selected file or folder.
4. When the “Are you sure” message appears, touch the OK command to confirm the deletion (or Cancel to cancel).

WARNING: *Once the file or folder is deleted, it is gone forever. Be sure you have a copy of all data you want to preserve.*

5. Press the EXIT button to return to the main screen.

Renaming files or folders

You can rename files and folders on your hard drive.


1. Press the MEDIA button to access the Media pages.
2. Browse through the files and folders, until you see the file or folder you want to rename. Touch it to select it.
3. Touch the Rename () icon to open the Rename File or Rename Folder dialog box.

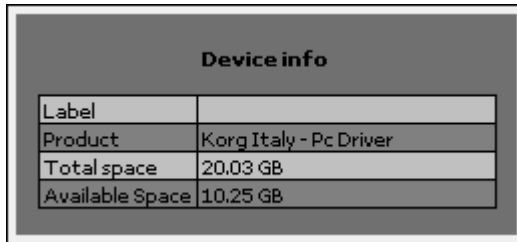


4. Type a name for the file or folder.
5. Touch the OK command to confirm the new name (or Cancel to cancel).
6. Press the EXIT button to return to the main screen.

Getting information on files or folders

You can get information on the files and folders on your hard drive. You can also select multiple files or folders, and see the information that's common to all.

1. Press the MEDIA button to access the Media pages.
2. Browse through the files and folders, until you see the file or folder that you want to get information about. Touch it to select it (or select more of them).
3. Touch the Info () icon to open the Info box.



Device info	
Label	
Product	Korg Italy - Pc Driver
Total space	20.03 GB
Available Space	10.25 GB


4. Press the EXIT button to close the Info box.
5. Press the EXIT button again to return to the main screen.

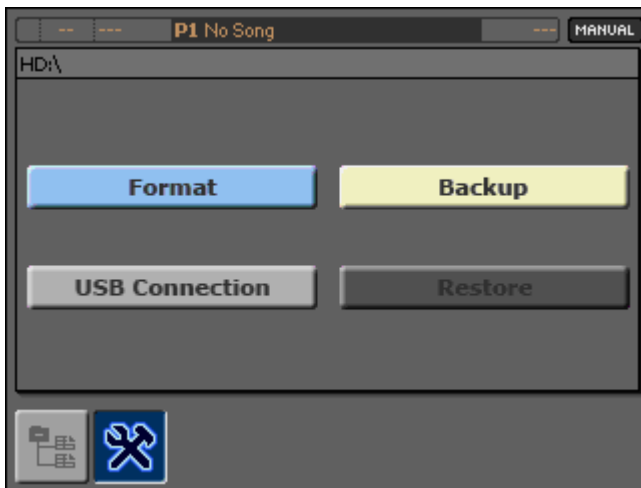
Device utilities

Formatting a device

You can format a device in a format that can be recognized by the MP-10 PRO. Before formatting it, you can try and see if a devices already formatted on a PC can already be recognized by the MP-10 PRO.

WARNING: *When formatting a device, all data it contains is lost forever!*

1. Press the MEDIA button to access the Media pages.
2. While in the Browser view, touch the icon for the device that you wish to format.
3. Touch the TOOLS () icon to open the Tools page.



4. Touch the Format command. A message will warn you that all data on the selected device will be lost.
5. Touch the OK command to confirm formatting (or Cancel to cancel).
6. Wait until the device is completely formatted. This could take some time, depending on the size and writing speed of the device.
7. Press the EXIT button again to return to the main screen.


Enabling or disabling the USB connection for exchanging data with a personal computer

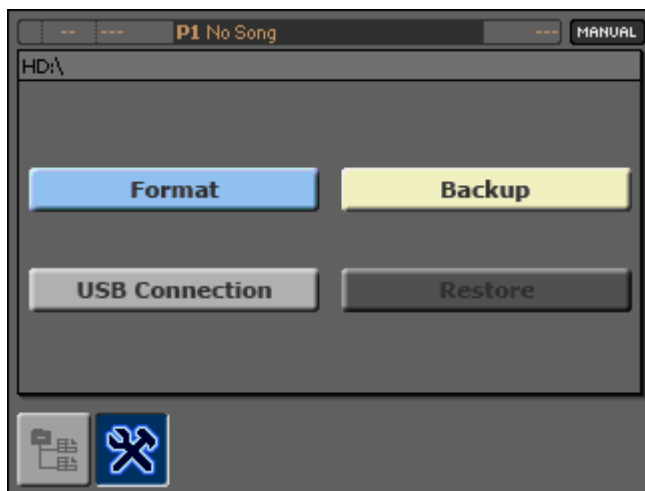
The USB DEVICE port allows you to access the internal hard drive from a personal computer (PC or Mac), by simply connecting the MP-10 PRO to the computer's USB interface. This way, you can easily exchange files between the MP-10 PRO and the personal computer.

Windows 2000, XP, Vista and 7, as well as Mac OS X, can be directly connected. No additional driver needs to be installed on your PC or Mac.

While USB file transfer is enabled, you cannot access other functions on the MP-10 PRO. Any MIDI connection via the USB ports is also disabled.

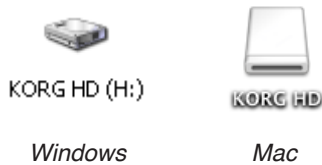
Normally, the USB DEVICE port is not enabled for file transfer. Here is how to enable it.

1. Connect the USB DEVICE port of the MP-10 PRO to a personal computer by using a standard USB cable.
2. Press the MEDIA button to access the Media pages.
3. Touch the TOOLS () icon to open the Tools page.



4. Touch the USB Connection command to make the USB Connection dialog box appear. (You can exit from this dialog box at any time, by pressing the EXIT button).
5. Touch the ENABLE button to enable a USB connection with your PC.

The HD LED will start blinking, while the personal computer reads the internal memory of the MP-10 PRO. This may take several minutes, depending on the amount of data. Upon completion, the icon representing the MP-10 PRO memory will appear alongside the other storage devices connected to the computer:



6. Once you are done transferring all data (the HD LED should have stopped blinking), touch the DISABLE command to disconnect the USB file transfer.

Note that the USB connection is also automatically disconnected when disconnecting the USB communication from the personal computer. To disconnect the USB communication on a Windows PC, you usually select the dedicated command by clicking on the USB device icon in the Taskbar with the left or the right mouse button. On the Mac, you must select the USB device icon, then select the Eject command or drag it to the eject icon in the Dock.


We suggest you to disconnect the USB connection from the personal computer.

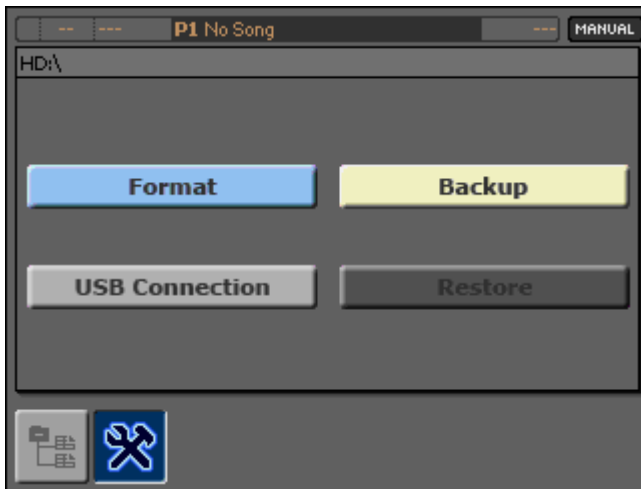
Warning: Do not disconnect USB communication before the personal computer has finished transferring files. Sometimes, the on-screen indicator shows that the procedure has been completed, BEFORE it is actually finished. Disconnecting USB communication (or disconnecting the USB cable) before data transfer has been completed may cause loss of data.

Backing up all internal data

From time to time, you should archive your internal data and library and save it to a safe place. A backup file contains all the data you've created (Performances, Pads, Global preferences), and might or may not include the Song library.

Please note that you cannot retrieve single Songs from a backup archive; if you want your archived Songs to remain accessible, export the Songs to a dedicated device instead of backing up the internal data, by using the Library > Export Song command.

1. If you want to save your backup to an external storage device, connect it to one of the USB HOST ports of the MP-10 PRO. Be sure the device is large enough to contain all the data you are backing up.
2. Press the MEDIA button to access the Media pages.
3. Select the target device and the target folder where you want to save the backup archive.
4. Touch the TOOLS () icon to open the Tools page.



5. Touch the Backup command to make the Backup dialog box appear.
6. Type a name for the backup file, and touch the OK command to confirm (or Cancel to exit).

7. Once confirmed, a message will appear, asking you if you want to include the Song library. Including the library will increase the size of the backup file. Touch Yes to include the library, or No to exclude it.
8. The progress bar will show the backup in progress. Wait for the backup to be completed.



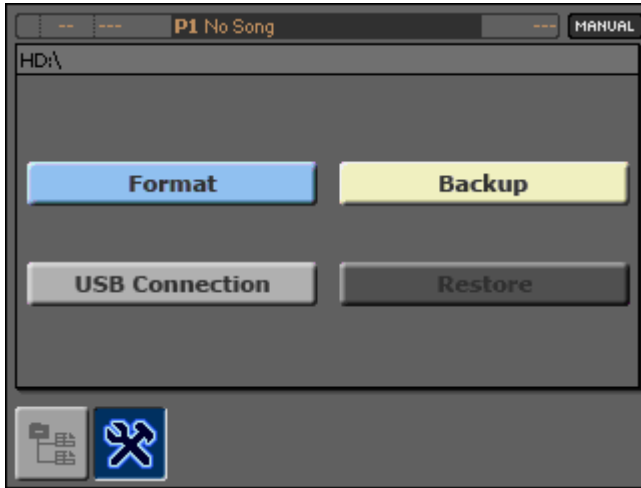
9. When complete, press the EXIT button to return to the main screen.

Restoring a backup

You can restore a backup when you need to recover older data. If the backup file also contain the Song library, the library of the MP-10 PRO will be overwritten and erased.

1. Connect the USB storage device where you saved the backup file to be restored, to one of the USB HOST ports of the MP-10 PRO.
2. Press the MEDIA button to access the Media pages.
3. Browse through the files and touch the backup file to select it.

4. Touch the TOOLS () icon to go to the Tools page.



5. Touch the Restore command, then touch the OK command to load the backup file (or Cancel to exit).

WARNING: Restoring will overwrite and delete all corresponding data inside the MP-10 PRO. Be sure you have a copy of all data you want to preserve.

6. If the backup file contains a Song library, a message will appear, asking you if you want to replace the library. Be warned that the library will be overwritten by loading the backup! Touch No to cancel, or Yes to proceed.
7. The HD LED will start blinking, showing that the data is being read. Wait for the restore operation to be completed. Do not turn the MP-10 PRO off before the loading is completed!
8. When the loading operation is complete, turn the MP-10 PRO off and then on again.

Part 14: MIDI connections

The MP-10 PRO can be connected to a personal computer for composing, or to a sound module to increase your sonic palette. Depending on the situation, you can either use the MIDI or USB interface for maximum flexibility.

MIDI or USB

You can use either the MIDI or USB interface to connect another device. The choice depends on the type of interface on the other device. In most cases, personal computers and modern musical instruments are fitted with a USB interface.

A master controller (a master keyboard, a MIDI accordion, a MIDI guitar...) must be connected via MIDI. A personal computer can be connected either via MIDI or via the USB port; there is no difference in the way data that are exchanged.

In case you connect both interfaces, the MP-10 PRO will send the same data on both ports, and merge the data it receives on them. So, you can play a Song from a personal computer connected to the USB port, and play Sounds from a keyboard connected to the MIDI IN port.

Connecting via the MIDI interface

Master keyboards, controllers or sound expanders are fitted with a MIDI interface. Connect the MIDI OUT port of the MP-10 PRO to the MIDI IN port of the receiving device, and the MIDI IN port of the MP-10 PRO to the MIDI OUT port of the controller device.

To connect the MP-10 PRO to a personal computer via the MIDI interface, you need an additional MIDI interface for your computer. No additional software should be needed for your computer.

Connecting a personal computer via the USB interface

When connecting the MP-10 PRO to a personal computer, you must install the dedicated KORG USB-MIDI Driver to make the computer recognize all the features of your MP-10 PRO. The software can be downloaded from our web site (www.korgpa.com). Please carefully read the instructions that were supplied with the software.

Basic settings

Connecting other devices is easy, but you should configure some of the parameters to fine-tune the communication.

Choosing a MIDI Setup

When connecting a MIDI device, you can let the MP-10 PRO configure itself via a MIDI Setup.

1. Press the GLOBAL button to access the Global Menu.
2. Touch the MIDI Settings button to access the MIDI Settings section.

3. If it is not already selected, touch the MIDI SETUP button to access the Midi Setup page.



4. Touch the Current MIDI Setup pop-up menu, and choose the setup that is suitable for the connected device. You can find a list of programmed parameters in the Appendix.
5. Touch the SAVE button to save the settings to a MIDI Setup.
6. Press the EXIT button to return to the main screen (or touch the Global Menu button to return to the Global Menu).

Playing the MP-10 PRO Sounds from another device

You can use the MP-10 PRO as a sound expander for an external sequencer, master keyboard or controller. Set the MIDI channels as needed.

1. Press the GLOBAL button to access the Global Menu.
2. Touch the MIDI Settings button to access the MIDI Settings section.
3. If it is not already selected, touch the MIDI IN button to access the MIDI IN page.
4. Use the pop-up menus to associate a MIDI channel to one of the MP-10 PRO's tracks. This will let each part of the MP-10 PRO be played by the external controller.

For example, you might want to play the Upper 1 track with an external master keyboard. Assume the keyboard is sending data on channel #1. If so, assign "Upper 1" to channel #1.

5. Touch the SAVE button to save the settings to a MIDI Setup.
6. Press the EXIT button to return to the main screen (or touch the Global Menu button to return to the Global Menu).

Playing Songs with an external sound expander

You can connect a sound expander (also sometimes called “tone generator”), and let it play some of the parts of a MIDI Song played by MP-10 PRO’s players.

1. Press the GLOBAL button to access the Global Menu.
2. Touch the MIDI Settings button to access the MIDI Settings section.
3. If it is not already selected, touch the MIDI OUT button to access the Midi Out page.
4. Use the pop-up menus to associate a MIDI channel to one of the MP-10 PRO’s tracks. This will let each track of the Song play the external sounds via the associated channels.

For example, you might want to let the external sound expander play the Grand Piano part of the Song performed by Player 1. The Song has the Grand Piano part on track #1. The external device is a digital piano receiving exclusively on channel #1. If so, assign “Ply.1 Tr 01” to channel #1.

5. Touch the SAVE button to save the settings to a MIDI Setup.
6. Press the EXIT button to return to the main screen (or touch the Global Menu button to return to the Global Menu).

Filtering out unwanted data

You might want to filter out data that can interfere with the correct reception of the device. Filters are applied to both players at the same time.

1. Press the GLOBAL button to access the Global Menu.
2. Touch the MIDI Settings button to access the MIDI Settings section.
3. If it is not already selected, touch the MIDI FILTER button to access the Midi Filter page.
4. Use the various pop-up menus to program up to eight MIDI Filters on the MIDI IN, and eight on the MIDI OUT.
5. Touch the SAVE button to save the settings to a MIDI Setup.
6. Press the EXIT button to return to the main screen (or touch the Global Menu button to return to the Global Menu).

Appendix

Demo Songs

The following table lists all the Demo Songs that come with the MP-10 PRO.

ID	Song Name	Artist	Composer/Lyricist	Type
1	Sweet Forever *	Emma McNally	Steve McNally / Ernie McNally	Mp3
2	Pa2X- World	KORG Italy S.p.A.	KORG Italy Team	Mp3
3	SV-1 Tine Amp	KORG Italy S.p.A.	KORG Italy Team	Mp3
4	Pa2X - Hearth	KORG Italy S.p.A.	KORG Italy Team	Mp3
5	Pa2X - Movie	KORG Italy S.p.A.	KORG Italy Team	Mp3
6	Pa2X - Latin Jazz	KORG Italy S.p.A.	KORG Italy Team	Mp3
7	Grand Piano RX	KORG Italy S.p.A.	KORG Italy Team	Midi
8	Sweet Demo	KORG Italy S.p.A.	KORG Italy Team	Midi

* **Note:** Please refer to www.beebrothersmusic.com for more information about this song.

Performances

The following table lists all Performances.

#	Performance
Family: Piano	
<i>Acoustic Piano</i>	
1	Grand Piano
2	Bright Piano
3	Classic Piano
4	Electric Grand
5	Midi Grand
6	Honky Tonk
7	Chorus Piano
8	M1 Piano
9	Piano & Strings
10	Piano & A.Strings
11	Piano & Pad
12	Piano & Voices
<i>Electric Piano</i>	
13	Tine E.Piano
14	E.Piano Chorus
15	E.Piano Phaser
16	VPM Piano
17	VPM Tine
18	Reed E. Piano
19	Reed EP Tremolo
20	Synth Piano
21	E.Piano & Pad
22	VPM Piano & Pad
<i>Clav/Harpsi</i>	
23	Funky Clav
24	Sharp Clav
25	Snap Clav
26	Sticky Clav
27	Harpsichord 1
28	Harpsichord 2
29	Harpsichord Octv
30	Harpsi & Orch
Family: Mallet & Bell	
<i>Mallet</i>	
31	Vibes
32	Marimba
33	Xilophone
34	Celesta
35	Steel Drums

36	Kalimba
<i>Bell</i>	
37	Glockenspiel
38	Gamelan Bells
Family: Accordion	
<i>Accordion</i>	
39	Grand Master 1
40	Grand Master 2
41	Musette 1
42	Musette 2
43	Cassotto
44	Bandoneon
<i>Harmonica</i>	
45	Harmonica
46	Blues Harmonica
Family: Organ	
<i>Drawbars</i>	
47	Percussion Org
48	Jazz Organ
49	Gospel Org
50	Distortion Org
51	Dark Wheels
52	Click Organ
53	HardPerc Org
54	Split Organ
<i>Classical</i>	
55	Full Pipes
56	Pipe Flute
Family: Guitar	
<i>Acoustic</i>	
57	Nylon Guitar
58	Concert Nylon
59	Spanish Guitar
60	Steel Guitar
61	Folk Guitar
62	12 Strings Guitar
63	Nylon & Pad
64	Steel & Pad
<i>Electric</i>	
65	Electric Guitar
66	Jazz Guitar
67	R&R Guitar

68	Overdrive Guitar
69	Lead Guitar
70	FX Overdrive
71	ElectricGt & Pad
<i>Bass</i>	
72	Electric Bass
73	Acoustic Bass
74	Slap Bass
75	Fretless Bass
76	Bass & Ride Cym
Family: Strings & Vocal	
<i>Strings</i>	
77	OrchestraStrings
78	Warm Strings
79	Strings Pad
80	Jazz Violin
81	Pizzicato Strings
<i>Vocal</i>	
82	A Cappella
83	Voice Pad
Family: Brass & Sax	
<i>Brass</i>	
84	Big Brass
85	Horn Section
86	Sforzato Brass
87	Warm Brass
88	Trumpet
89	Warm Trumpet
90	Miles Trumpet
91	Sweet Flugel
92	Trombone
93	Jazz Trombone
<i>Sax</i>	
94	Alto Sax
95	Tenor Sax
96	Soprano Sax
97	Baritone Sax
98	Sax Ensemble
99	Soft Sax Section
Family: Woodwinds	
<i>Flute</i>	
100	Dynamic Flute

101	Frullato Flute
102	Recorder
103	Pan Pipes
104	Bottle Flute
105	Whistle
Clarinet	
106	Clarinet
107	Folk Clarinet
Oboe	
108	Oboe
109	English Horn
110	Bassoon

Family: Synthesizer	
Solo	
111	Portamento Lead
112	Mini Lead
113	Sine Lead
114	Waky Lead
Pad	
115	Jump!
116	Rich Pad
117	Warm Pad
118	Sharp Pad

Family: Drums & SFX	
Drumkit	
119	Standard Kit
120	Orchestral Kit
121	Percussion Kit
122	Arabian Kit
SFX	
123	Helicopter
124	Applause
125	Gun Shot
126	Thunder
127	Wind
128	SFX Kit

Sounds

The following tables list all Sounds, shown in various orders.

Sounds ordered by Family

The following table lists all Sounds as they appear when touching the keyboard icon on the main screen.

Legend: The table also includes MIDI data used to remotely select the sounds. CC00: Control Change 0, or Bank Select MSB. CC32: Control Change 32, or Bank Select LSB. PC: Program Change.

Sound	CC		PC
	0	32	
Family: Piano			
Acoustic Piano			
Grand Piano RX	121	9	0
Grand Piano	121	3	0
AcousticPiano GM	121	0	0
Honky-Tonk GM	121	0	3
E.Grand Piano GM	121	0	2
Bright Piano GM	121	0	1
Ac. Piano Wide	121	1	0
Ac. Piano Dark	121	2	0
Piano & Strings	121	7	0
Classic Piano	121	4	0
Jazz Piano	121	5	0
Piano & Vibes	121	6	0
Rock Piano	121	8	0
Bright PianoWide	121	1	1
Piano Pad 1	121	2	1
Piano Pad 2	121	3	1
Piano & Pad	121	4	1
E. Grand Wide	121	1	2
M1 Piano	121	2	2
90's Piano	121	3	2
2000's Piano	121	4	2
Chorus Piano	121	5	2
Piano Layers	121	6	2
Honky Wide	121	1	3
Grand RX DEMO	121	10	0
Electric Piano			
E. Piano 1 GM	121	0	4
Detuned EP 1	121	1	4

Sound	CC		PC
	0	32	
EP1 Veloc. Mix	121	2	4
60's E. Piano	121	3	4
Vintage EP	121	4	4
Pro Dyno EP	121	5	4
Pro Stage EP	121	6	4
Studio EP	121	7	4
Classic Wurly	121	12	4
Soft Wurly	121	13	4
R&B E. Piano	121	8	4
Thin E. Piano	121	9	4
Dyno Tine EP	121	10	4
Club E. Piano	121	11	4
Hard Wurly	121	14	4
Vel. Wurly	121	15	4
Tremolo Wurly	121	16	4
Synth E.Piano			
E. Piano 2 GM	121	0	5
Detuned EP 2	121	1	5
EP2 Veloc. Mix	121	2	5
EP Legend	121	3	5
EP Phase	121	4	5
Syn Piano X	121	5	5
Stereo Dig. EP	121	6	5
Classic Dig. EP	121	7	5
Hybrid EP	121	8	5
Classic Tines	121	9	5
Phantom Tine	121	10	5
DW8000 EP	121	11	5
Sweeping EP	121	12	5
White Pad EP	121	13	5

Sound	CC		PC
	0	32	
Clav/Harpsi			
Harpsichord GM	121	0	6
Harpsi OctaveMix	121	1	6
Harpsi Wide	121	2	6
Harpsi Key Off	121	3	6
Harpsi Korg	121	4	6
Harpsi 16' RX	121	5	6
Clav GM	121	0	7
Pulse Clav	121	1	7
Clav Wah RX	121	2	7
Clav Snap	121	3	7
Sticky Clav	121	4	7
Family: Mallet & Bell			
Mallet			
Vibraphone GM	121	0	11
Vibraphone Wide	121	1	11
Vibraphone 2	121	2	11
Marimba GM	121	0	12
Marimba Wide	121	1	12
Marimba Key Off	121	2	12
Balaphon	121	6	12
Xylophone GM	121	0	13
Synth Mallet	121	1	98
Kalimba GM	121	0	108
Kalimba 2	121	1	108
Monkey Skulls	121	3	12
Mallet Clock	121	5	12
Bell			
Celesta GM	121	0	8
Glockenspiel GM	121	0	9
Sistro	121	1	9
Orgel	121	1	10
Music Box GM	121	0	10
Tubular Bell GM	121	0	14
Church Bell 1	121	1	14
Church Bell 2	121	3	14
Carillon	121	2	14
Dulcimer GM	121	0	15
Santur	121	1	15
Vs Bell Boy	121	2	98
Krystal Bell	121	3	98
Digi Bell	121	4	98
Family: Accordion			
Accordion			
Accordion GM	121	0	21

Sound	CC		PC
	0	32	
Accordion 2	121	1	21
Tango Accord.GM	121	0	23
Cassotto 16'	121	12	21
Akordeon	121	2	21
Sweet Musette	121	11	21
Master Accordion	121	23	21
Accordion16,8,4'	121	3	23
Acc.Clarinet OT	121	19	21
Acc. Clarinet NT	121	20	21
Acc. Piccolo OT	121	21	21
Acc. Piccolo NT	121	22	21
Cassotto Or.Tune	121	13	21
Cassotto NorTune	121	14	21
Musette 1	121	3	21
Musette 2	121	4	21
Musette Clar.	121	5	21
Fisa 16,8'	121	6	21
Fisa 16,4'	121	7	21
Fisa Master	121	8	21
Cassotto	121	9	21
Arabic Accordion	121	10	21
Detune Accordion	121	15	21
2 Voices Musette	121	16	21
3 Voices Musette	121	17	21
French Musette	121	18	21
Accordion 3	121	24	21
Fisa Tango!	121	1	23
Accordion 16,8'	121	2	23
Acc.16,8' & Bass	121	4	23
Accordion Bass	121	5	23
Acc.Voice Change	121	6	23
Accordion 16,4'	121	7	23
Acc.16,8,4' Plus	121	8	23
Acc. & Acc. Bass	121	9	23
Tango Accord. 2	121	10	23
Harmonica			
Harmonica GM	121	0	22
Sweet Harmonica	121	1	22
Harmonica 2	121	2	22
Harmonica Expr.1	121	3	22
Harmonica Expr.2	121	4	22
Family: Organ			
Drawbar			
Jimmy Organ	121	10	18
BX3 Vel. Sw	121	1	18

Sound	CC		PC
	0	32	
Classic Click	121	4	18
Gospel Organ	121	9	16
Drawbar Org. GM	121	0	16
Perc.Organ GM	121	0	17
Rock Organ GM	121	0	18
Det.Drawbar Org.	121	1	16
Drawbar Org. 2	121	3	16
Det. Perc. Organ	121	1	17
Perc. Organ 2	121	2	17
Dark Jazz Organ	121	4	16
Iper Dark Organ	121	5	16
Full Drawbar	121	6	16
DWGS Organ	121	7	16
Jazz Organ	121	8	16
Good Old B	121	10	16
Gospel Organ Vel	121	13	16
Drawbar Organ 3	121	14	16
Old Wheels	121	3	17
Percuss. BX3	121	4	17
M1 Organ	121	5	17
BX3 Short Decay	121	7	17
Rotary Organ	121	8	17
Perc.StereoOrgan	121	9	17
Perc. Organ 3	121	10	17
Killer B	121	2	18
Dirty B	121	3	18
Distortion Organ	121	5	18
Super BX Perc.	121	6	18
Dirty Jazz Organ	121	7	18
Perc.Short Decay	121	8	18
Perc. Wheels	121	9	18
Rock Organ 2	121	11	18
Classical			
Church Organ GM	121	0	19
Reed Organ GM	121	0	20
Church Oct. Mix	121	1	19
Detuned Church	121	2	19
Puff Organ	121	1	20
Full Pipes	121	5	19
Pipe Flute	121	4	20
Pipe Mixture	121	3	19
Church Pipes	121	4	19
Pipe Tutti 1	121	6	19
Pipe Tutti 2	121	8	19
Pipe Tutti 3	121	9	19

Sound	CC		PC
	0	32	
Positive Organ	121	7	19
Small Pipe	121	2	20
Flauto Pipes	121	3	20
Transistor			
It. 60's Organ	121	2	16
VOX Legend	121	11	16
Arabian Organ	121	12	16
Tibia	121	15	16
Tibia 16/8/4'	121	16	16
Tibia & Vox	121	17	16
Post Horn Trem.	121	18	16
Big Theatre Org.	121	19	16
Tibia & Kinura	121	20	16
Tibia Vox Glock	121	21	16
Techno Org.Bass	121	6	17
Family: Guitar			
Nylon Guitar			
Nylon Guitar GM	121	0	24
Nylon Key Off	121	2	24
Nylon Guitar 3	121	3	24
RealNylon Gtr ST	121	16	24
Real Nylon Gtr	121	17	24
Gtr Harmonic GM	121	0	31
Nylon Gtr Pro1	121	8	24
Nylon Gtr Pro2	121	11	24
Nylon Slide Pro	121	14	24
Nylon Bossa	121	4	24
Ac.Guitar KeyOff	121	5	24
Spanish Guitar	121	6	24
Guitar Strings	121	7	24
Brazilian Guitar	121	9	24
Nylon Vel. Harm.	121	10	24
Nylon Gtr RX1	121	12	24
Nylon Gtr RX2	121	13	24
Nylon Guitar 2	121	15	24
Steel Guitar			
Steel Guitar GM	121	0	25
12 Strings Gtr	121	1	25
Steel Gtr & Body	121	3	25
RealSteel Gtr ST	121	21	25
RealFolk Gtr ST	121	22	25
Real Folk Gtr	121	23	25
Real 12 Strings	121	24	25
Steel Slide Pro1	121	13	25
Steel Slide Pro2	121	14	25

Sound	CC		PC
	0	32	
Steel Guitar Pro	121	19	25
Steel Guitar 2	121	4	25
Steel 12 Strings	121	5	25
Hackbrett	121	6	25
Finger Key Off	121	7	25
Finger Tips	121	8	25
Steel Folk Gtr	121	9	25
Reso. Guitar	121	12	25
Steel Guitar RX1	121	15	25
Steel Guitar RX2	121	16	25
12 Strings Pro	121	17	25
12 Strings RX	121	18	25
Steel Guitar 3	121	20	25
Jazz Guitar			
Jazz Guitar GM	121	0	26
Pedal Steel Gtr1	121	1	26
Club Jazz Gtr 1	121	2	26
Club Jazz Gtr 2	121	3	26
Pedal Steel Gtr2	121	4	26
Soft Jazz Guitar	121	5	26
JazzGtr SlidePro	121	6	26
Clean Guitar			
Clean Guitar GM	121	0	27
Det.Clean El.Gtr	121	1	27
Mid Tone Gtr	121	2	27
Real El.Gtr ST1	121	26	27
Real El.Gtr ST2	121	27	27
Real El. Guitar	121	28	27
Chorus Gtr Pro	121	18	27
Chorus Guitar	121	3	27
Vintage S.2	121	4	27
Proces.E.Guitar	121	5	27
Single Coil	121	6	27
Guitar Feedback	121	1	31
New Stra.Guitar	121	7	27
Guitarish	121	8	27
L&R E.Guitar 1	121	9	27
L&R E.Guitar 2	121	10	27
Country Nu	121	11	27
Funky Wah RX	121	12	27
Clean Gtr Pro1	121	13	27
Single Coil Pro	121	14	27
Clean Gtr Pro2	121	15	27
Stra. Vel. Pro	121	16	27
Stra. Gtr Slide	121	17	27

Sound	CC		PC
	0	32	
Vintage S.1	121	19	27
Clean Guitar 2	121	20	27
Solid Guitar	121	21	27
Stein Guitar 1	121	22	27
Stein Guitar 2	121	23	27
Stein Guitar 3	121	24	27
Clean Guitar 3	121	25	27
E.Gtr Harmonics	121	2	31
Muted Guitar			
Muted Guitar GM	121	0	28
Funky Cut El.Gtr	121	1	28
Mute Vel. El.Gtr	121	2	28
Jazz Man	121	3	28
R&R Guitar	121	4	28
Stra. Chime	121	5	28
Clean Mute Gtr	121	6	28
Rhythm E.Guitar	121	7	28
Clean Funk	121	8	28
Disto Mute	121	9	28
Clean Funk RX1	121	10	28
Clean Funk RX2	121	11	28
Funk Stein RX1	121	12	28
Funk Stein RX2	121	13	28
Clean Guitar RX1	121	14	28
Clean Guitar RX2	121	15	28
Clean Guitar RX3	121	16	28
Clean Guitar RX4	121	17	28
Clean Guitar RX5	121	18	28
Muted Guitar 2	121	19	28
Over.Dist Guitar			
Overdrive Gtr GM	121	0	29
Guitar Pinch	121	1	29
Soft Overdrive	121	2	29
Distortion GtrGM	121	0	30
Feedback DistGtr	121	1	30
Dist. Rhythm Gtr	121	2	30
Joystick Gtr Y-	121	3	30
Power Chords	121	4	30
Mute Monster	121	5	30
Wet Dist. Guitar	121	6	30
Solo Dist.Guitar	121	7	30
Stereo Dist.Gtr	121	8	30
Dist. Guitar RX1	121	9	30
Dist. Guitar RX2	121	10	30
Dist. Clean Gtr	121	11	30

Sound	CC		PC
	0	32	
Dist. Steel Gtr	121	12	30
Acoustic Bass			
Acoustic Bass GM	121	0	32
Ac. Bass Buzz	121	1	32
Bass & Ride 2	121	2	32
Acous. Bass Pro1	121	3	32
Acous. Bass Pro2	121	4	32
DarkWoody A.Bass	121	5	32
Bass & Ride 1	121	6	32
Acous. Bass RX	121	7	32
Acoustic Bass 2	121	8	32
Electric Bass			
Finger Bass GM	121	0	33
Finger Slap 2	121	1	33
Finger E.Bass 1	121	2	33
Finger E.Bass 2	121	3	33
Finger E.Bass 3	121	4	33
Picked E.Bass GM	121	0	34
Picked E.Bass 2	121	1	34
Picked E.Bass 3	121	2	34
Stick Bass	121	5	33
Finger Bass 2	121	6	33
Finger Bass 3	121	7	33
Chorus Fing.Bass	121	8	33
Bright Finger B.	121	9	33
Finger Bass 4	121	10	33
More mid! Bass	121	11	33
Finger Slap 1	121	12	33
Finger Bass RX	121	13	33
FingerB. & Guitar	121	14	33
Finger Bass 5	121	15	33
Stein Bass	121	3	34
Bass & Guitar	121	4	34
Bass Mute	121	5	34
Bass&Gtr Double	121	6	34
Pick Bass 1	121	7	34
Pick Bass 2	121	8	34
Ticktacing Bass	121	9	34
Picked Bass RX	121	10	34
Picked E.Bass 4	121	11	34
Fret/Slap Bass			
Fretless Bass GM	121	0	35
Fretless Bass 2	121	1	35
Fretless Bass 3	121	2	35
Fretless Bass 4	121	7	35

Sound	CC		PC
	0	32	
Sweet Fretless	121	3	35
Dark R&B Bass1	121	4	35
Dark R&B Bass2	121	5	35
Woofier Pusher B.	121	6	35
Slap Bass 1 GM	121	0	36
Slap Bass 2 GM	121	0	37
Super Bass 1	121	1	36
Super Bass 2	121	2	36
FunkSlap Bass RX	121	3	36
SlapFing Bass RX	121	4	36
SlapPick Bass RX	121	5	36
Slap Bass 3	121	6	36
Slap Bass 4	121	6	37
Slap Bass 5	121	7	37
Thumb Bass	121	1	37
Dyna Bass	121	2	37
Dyna Slap Bass	121	3	37
Chorus Slap Bass	121	4	37
The Other Slap	121	5	37
Synth Bass			
Synth Bass 1 GM	121	0	38
Synth Bass Warm	121	1	38
Synth Bass Reso	121	2	38
Clavi Bass	121	3	38
Hammer	121	4	38
Synth Bass 2 GM	121	0	39
SynthBass Attack	121	1	39
SynthBass Rubber	121	2	39
Attack Pulse	121	3	39
30303 Bass	121	5	38
30303 Square	121	6	38
Bass Square	121	7	38
Syn Bass Res	121	8	38
Digi Bass 1	121	9	38
Digi Bass 2	121	10	38
Digi Bass 3	121	11	38
Blind as a Bat	121	12	38
Jungle Bass	121	13	38
Auto Pilot 1	121	14	38
Hybrid Bass	121	15	38
Dr. Octave	121	16	38
Drive Bass	121	17	38
Synth Bass 3	121	18	38
Euro Bass	121	4	39
Jungle Rez	121	5	39

Sound	CC		PC
	0	32	
Nasty Bass	121	6	39
Phat Bass	121	7	39
Poinker Bass	121	8	39
Synth Bass 80ish	121	9	39
Autofilter Bass	121	10	39
Monofilter Bass	121	11	39
Reso Bass	121	12	39
Auto Pilot 2	121	13	39
Bass4 Da Phunk	121	14	39
Synth Bass 4	121	15	39
FX			
Gtr FretNoise GM	121	0	120
Guitar Cut Noise	121	1	120
Ac. Bass String	121	2	120
Vox Wah Chick RX	121	3	120
Family: Strings & Vocal			
Solo Strings			
Violin GM	121	0	40
Slow Att. Violin	121	1	40
Violin Expr.	121	2	40
Slow Violin	121	3	40
Viola GM	121	0	41
Cello GM	121	0	42
Contrabass GM	121	0	43
Strings Ensemble			
Tremolo Str. GM	121	0	44
Strings Ens.1 GM	121	0	48
Strings Ens.2 GM	121	0	49
Strings & Brass	121	1	48
60's Strings	121	2	48
Pizzicato Str.GM	121	0	45
Pizz. Ensemble	121	1	45
Pizz. Section	121	2	45
Double Strings	121	3	45
Stereo Strings	121	3	48
Strings Quartet	121	9	48
Legato Strings	121	4	48
i3 Strings	121	5	48
N Strings	121	6	48
Arco Strings	121	7	48
Octave Strings	121	8	48
Symphonic Bows	121	10	48
Ensemble & Solo	121	11	48
Chamber Strings	121	12	48
Arabic Strings	121	13	48

Sound	CC		PC
	0	32	
Orchestra Tutti1	121	14	48
Strings & Horns	121	15	48
Orch. & Oboe 1	121	16	48
Orch. & Oboe 2	121	17	48
Strings & Glock.	121	18	48
Orchestra Tutti2	121	19	48
Orchestra&Flute	121	20	48
Strings Ens. 3	121	21	48
Sweeper Strings	121	1	49
Full Strings	121	2	49
Strings Ens. 4	121	3	49
Synth Strings			
Synth Strings1GM	121	0	50
Synth Strings2GM	121	0	51
Synth Strings 3	121	1	50
Synth Strings 4	121	6	50
Synth Strings 5	121	1	51
Analog Strings 1	121	5	50
Analog Strings 2	121	2	50
Analog Velve	121	3	50
Odyssey	121	4	50
Harp			
Harp GM	121	0	46
Yang Chin	121	1	46
Choir			
Choir Aahs GM	121	0	52
Choir Aahs 2	121	1	52
Ooh Voices	121	2	52
Ooh Slow Voice	121	3	52
Take Voices 1	121	4	52
Take Voices 2	121	5	52
Ooh Choir	121	6	52
Aah Choir	121	7	52
Mmmh Choir	121	8	52
Oh-Ah Voices	121	9	52
Slow Choir	121	10	52
Grand Choir	121	11	52
Choir Light	121	12	52
Strings Choir	121	13	52
Voice/Synth Voice			
Voice Oohs GM	121	0	53
Humming	121	1	53
Doolally	121	2	53
Airways	121	3	53
Synth Voice GM	121	0	54

Sound	CC		PC
	0	32	
Choir Pad GM	121	0	91
Halo Pad GM	121	0	94
Analog Voice	121	1	54
Vocalesque	121	2	54
Vocalscape	121	3	54
Classic Vox	121	4	54
Dream Voice	121	5	54
Itopia Pad	121	1	91
Fresh Air	121	2	91
Heaven	121	3	91
Pop Synth Pad	121	4	91
Future Pad	121	5	91
Fresh Breath	121	7	91
Full Vox Pad	121	9	91
Family: Trumpet & Trb.			
Trumpet			
Trumpet Expr.	121	4	56
Trumpet GM	121	0	56
Wah Trumpet	121	2	59
Muted Trumpet GM	121	0	59
Muted Trumpet 2	121	1	59
Trumpet Pro 1	121	10	56
Trumpet Pro 2	121	11	56
Dark Trumpet	121	1	56
Trumpet Pitch	121	5	56
Dual Trumpets	121	6	56
BeBop Cornet	121	9	56
Trumpet 3	121	14	56
Trumpet 2	121	2	56
Mono Trumpet	121	3	56
Mute Ensemble 1	121	3	59
Mute Ensemble 2	121	4	59
Flugel Horn			
Sweet FlugelHorn	121	12	56
Flugel Horn Pro	121	13	56
Flugel Horn	121	7	56
Warm Flugel	121	8	56
Trombone			
Trombone Expr. 1	121	6	57
Trombone Expr. 2	121	7	57
Trombone Vel. 1	121	8	57
Trombone Vel. 2	121	9	57
Trombone Vel. 3	121	10	57
Trombone GM	121	0	57
Trombone 2	121	1	57

Sound	CC		PC
	0	32	
Bright Trombone	121	2	57
Hard Trombone	121	3	57
Soft Trombone	121	4	57
Pitch Trombone	121	5	57
Trombone Pro Vel	121	11	57
Trombone 3	121	12	57
Tuba			
Tuba GM	121	0	58
Oberkr. Tuba	121	1	58
Tuba Gold	121	2	58
Dynabone	121	3	58
Ob.Tuba&E.Bass 1	121	4	58
Ob.Tuba&E.Bass 2	121	5	58
Family: Brass			
Ensemble			
Brass Section GM	121	0	61
Brass Section 2	121	1	61
Tight Brass 1	121	27	61
Tight Brass 2	121	29	61
Glen & Friends	121	3	61
Big Band Brass	121	4	61
Sax & Brass	121	5	61
Glen & Boys	121	6	61
Tight Brass Pro	121	28	61
Trumpet & Brass	121	7	61
Attack Brass	121	8	61
Trumpet Ens.	121	9	61
Trombone Ens.	121	10	61
Trombones	121	11	61
Tight Brass 3	121	2	61
Tight Brass 4	121	12	61
Fat Brass	121	13	61
Dyna Brass 1	121	14	61
Dyna Brass 2	121	22	61
Brass Expr.	121	15	61
Brass & Sax	121	16	61
Film Brass	121	17	61
Brass Slow	121	18	61
Fanfare	121	19	61
Movie Brass	121	20	61
Power Brass	121	21	61
Sforzato Brass	121	23	61
Double Brass	121	24	61
Brass Hit	121	25	61
Brass Fall	121	26	61

Sound	CC		PC
	0	32	
Brass of Power	121	30	61
Brass Section 3	121	31	61
Horn			
French Horn GM	121	0	60
French Horn Warm	121	1	60
French Section	121	2	60
Classic Horns	121	3	60
Horns & Ensemble	121	4	60
Hit			
Orchestra Hit GM	121	0	55
Bass Hit Plus	121	1	55
6th Hit	121	2	55
Euro Hit	121	3	55
Brass Impact	121	4	55
Hit in India	121	5	55
Wild Arp	121	6	55
Flip Blip	121	7	55
Netherland Hit	121	8	55
Synth			
Synth Brass 1GM	121	0	62
Synth Brass 2GM	121	0	63
Synth Brass 3	121	1	62
Analog Brass 1	121	2	62
Analog Brass 2	121	2	63
Jump Brass	121	3	62
Elektrik Brass	121	4	62
Synth Brass 4	121	1	63
Synth Brass 5	121	5	62
Synth Brass 6	121	5	63
Brass Pad	121	3	63
Big Panner	121	4	63
Family: Sax			
Alto			
Alto Sax Expr.	121	9	65
Alto Sax RX	121	10	65
Alto Sax GM	121	0	65
Sweet Alto Sax 1	121	5	65
Sweet Alto Sax 2	121	6	65
Soft Alto Sax	121	7	65
Alto Sax Pro	121	8	65
Alto Breath	121	1	65
Breathy Alto Sax	121	3	65
Alto Sax Growl	121	4	65
Tenor			
Tenor Sax Noise1	121	1	66

Sound	CC		PC
	0	32	
Tenor Sax Noise2	121	6	66
Tenor Sax GM	121	0	66
Tenor Sax Expr.1	121	7	66
Tenor Sax Expr.2	121	8	66
Soft Tenor	121	2	66
Tenor Breath	121	3	66
Tenor Growl	121	4	66
Folk Sax	121	5	66
Jazz Tenor 1	121	9	66
Jazz Tenor 2	121	10	66
Soprano			
Sweet Soprano 1	121	3	64
Sweet Soprano 2	121	4	64
Sweet Soprano 3	121	1	64
Soprano Sax GM	121	0	64
Soprano Pro	121	2	64
Ensemble			
Reed of Power	121	11	66
Sax Ensemble	121	2	65
Cool Sax Ens.	121	11	65
Baritone			
Baritone Sax Pro	121	3	67
Baritone Sax GM	121	0	67
Baritone Growl	121	1	67
Breathy Baritone	121	2	67
Baritone Sax 2	121	4	67
Baritone			
Baritone Sax Pro	121	3	67
Baritone Sax GM	121	0	67
Baritone Growl	121	1	67
Breathy Baritone	121	2	67
Baritone Sax 2	121	4	67
Family: Woodwinds			
Clarinet			
Clarinet GM	121	0	71
Jazz Clarinet	121	1	71
Clarinet G	121	2	71
Folk Clarinet	121	7	71
Flute			
Jazz Flute Expr.	121	1	73
Flute Switch	121	2	73
Flute Frullato	121	4	73
Piccolo GM	121	0	72
Flute GM	121	0	73
Recorder GM	121	0	74

Sound	CC		PC
	0	32	
Pan Flute GM	121	0	75
Blown Bottle GM	121	0	76
Whistle GM	121	0	78
Ocarina GM	121	0	79
Breath Noise GM	121	0	121
Wooden Flute	121	7	73
Bambu Flute	121	8	73
Flute Dyn. 5th	121	3	73
Recorder 2	121	1	74
Flute 2	121	9	73
Whistle 2	121	1	78
Flute Key Click	121	1	121
Oboe & Horn			
Oboe GM	121	0	68
Double Reed	121	1	68
English Horn GM	121	0	69
English Horn 2	121	1	69
Bassoon GM	121	0	70
Ensemble			
Section Winds 1	121	3	71
Section Winds 2	121	4	71
Clarinet Ens.	121	5	71
Woodwinds	121	6	71
Small Orchestra	121	1	72
Orchestra Flute	121	5	73
Flute Muted	121	6	73
Family: Synthesizer			
Slow Synth			
Voice Lead GM	121	0	85
Dark Pad	121	6	89
Ether Voices	121	1	85
Cyber Choir	121	2	85
Fifths Lead GM	121	0	86
New Age Pad GM	121	0	88
Warm Pad GM	121	0	89
Bowed Glass GM	121	0	92
Sweep Pad GM	121	0	95
Arp Angeles	121	2	88
The Pad	121	4	89
Sine Pad	121	1	89
Master Pad	121	2	89
Power Synth	121	3	89
Money Pad	121	5	89
Analog Pad 1	121	8	89
Analog Pad 2	121	9	89

Sound	CC		PC
	0	32	
Analog Pad 3	121	10	89
Vintage Pad	121	11	89
OB Pad	121	12	89
Dark Anna	121	13	89
Crimson 5ths	121	1	86
Symphonic Ens.	121	14	89
Astral Dream	121	1	95
Mellow Pad	121	4	95
Cinema Pad	121	5	95
Reoccurring Astra	121	6	95
You Decide	121	8	95
Lonely Spin	121	1	100
Synth Ghostly	121	2	100
Digi Ice Pad	121	2	101
Fast Synth			
Chiff GM	121	0	83
Charang GM	121	0	84
Wire Lead	121	1	84
Metallic Pad GM	121	0	93
Dark Element	121	3	95
Brightness GM	121	0	100
Echo Drops GM	121	0	102
Star Theme GM	121	0	103
Echo Bell	121	1	102
Synchro City	121	2	84
Sync Kron	121	3	84
Metallic Rez	121	4	84
Brian Sync	121	5	84
Arp Twins	121	6	84
LoFi Ethnic	121	7	84
Noisy Stabb	121	8	90
Mega Synth	121	9	90
Tecno Phonic	121	10	90
Farluce	121	11	90
Noble Pad	121	5	97
Band Passed	121	3	102
Pan Reso	121	4	102
Lead Synth			
Lead Square GM	121	0	80
Lead Square 2	121	1	80
Lead Sine	121	2	80
Lead Saw GM	121	0	81
Lead Saw 2	121	1	81
Lead Saw & Pulse	121	2	81
Lead Double Saw	121	3	81

Sound	CC		PC
	0	32	
Lead Seq. Analog	121	4	81
Bass & Lead GM	121	0	87
Lead Soft Wrl	121	1	87
Analog Lead	121	7	80
Old Portamento	121	3	80
Dance Lead	121	4	80
Wave Lead	121	5	80
Sine Wave	121	6	80
Old & Analog	121	8	80
Gliding Square	121	9	80
Sine Switch	121	10	80
Square Rez	121	11	80
Port Whine	121	12	80
2VCO Planet Lead	121	13	80
Power Saw	121	5	81
Octo Lead	121	6	81
Seq Lead	121	7	81
Phat Saw Lead	121	8	81
Glide Lead	121	9	81
Fire Wave	121	10	81
Rezbo	121	11	81
Synth Pianoid	121	12	81
Electro Lead	121	2	87
Rich Lead	121	3	87
Thin Analog Lead	121	4	87
Express. Lead	121	5	87
HipHop Lead	121	6	87
Square Bass	121	7	87
Big & Raw	121	8	87
Cat Lead	121	9	87
OB Lead	121	10	87
A Leadload	121	11	87
Motion Synth			
Virtual Traveler	121	1	88
Freedom Pad	121	7	89
Polysynth GM	121	0	90
Echo Pan	121	2	102
Reso Sweep	121	1	90
Sky Watcher	121	2	90
Synth Sweeper	121	3	90
Super Sweep	121	4	90
Wave Sweep	121	5	90
Cross Sweep	121	6	90
Digital PolySix	121	7	90
Big Sweep Stab	121	12	90

Sound	CC		PC
	0	32	
Korgmatose	121	13	90
Tsunami Wave	121	6	91
Ravelian Pad	121	8	91
Meditate	121	2	95
Vintage Sweep	121	7	95
Air Clouds	121	1	97
Reso Down	121	2	97
Tinklin Pad	121	3	97
Pods In Pad	121	4	97
Moon Cycles	121	5	102
Synth FX			
Dance ReMix	121	10	91
Cosmic	121	1	93
Ice Rain GM	121	0	96
Motion Ocean	121	1	96
Soundtrack GM	121	0	97
Crystal GM	121	0	98
Atmosphere GM	121	0	99
Goblins GM	121	0	101
Rave	121	6	97
Elastick Pad	121	7	97
Moving Bell	121	5	98
Bell Pad	121	6	98
Bell Choir	121	7	98
Motion Raver	121	1	101
VCF Modulation	121	3	101
Family: Ethnic & World			
Strings			
Fiddle GM	121	0	110
Percussive			
Tinkle Bell GM	121	0	112
Gamelan	121	1	112
Bali Gamelan	121	2	112
Garbage Mall	121	3	112
Steel Drums GM	121	0	114
Warm Steel	121	1	114
Taiko Drum GM	121	0	116
Woodwind			
Nay	121	2	72
Kawala	121	1	75
Shakuhachi GM	121	0	77
Old Shakuhachi	121	1	77
Shakuhachi 2	121	2	77
Shanai GM	121	0	111
Zurna	121	1	111

Sound	CC		PC
	0	32	
Hichiriki	121	2	111
Plucked			
Banjo GM	121	0	105
Banjo Key Off	121	1	105
Mandolin	121	2	25
Mandolin Key Off	121	10	25
Mandolin Trem.	121	11	25
Ukulele	121	1	24
Sitar GM	121	0	104
Sitar 2	121	1	104
Shamisen GM	121	0	106
Koto GM	121	0	107
Taisho Koto	121	1	107
Indian Stars	121	3	104
Indian Frets	121	4	104
Bouzouki	121	5	104
Tambra	121	6	104
Sitar Tambou	121	2	104
Sitar Sitar	121	7	104
Oud	121	2	105
Jaw Harp	121	3	105
Banjo RX	121	4	105
Kanoun	121	2	107
Kanoun Tremolo	121	3	107
Kanoun Mix	121	4	107
Pipe			
Calliope GM	121	0	82
Bag Pipes GM	121	0	109
War Pipes	121	1	109
Uilleann BagPipes	121	2	109
HighlandBagPipes	121	3	109
Family: Drumkit & Perc			
Acoustic Drum			
Standard Kit 1	120	0	1
Standard Kit 2	120	0	2
Standard Kit 3	120	0	3
Electric Drum			
Analog Kit	120	0	27
Electro Kit	120	0	30
HipHop Kit 1	120	0	9
HipHop Kit 2	120	0	13
Jungle Kit	120	0	10
Techno Kit 1	120	0	11
Techno Kit 2	120	0	14
House Kit 1	120	0	28

Sound	CC		PC
	0	32	
House Kit 2	120	0	29
Dance Kit	120	0	26
Room & Power Drum			
Room Kit	120	0	12
Power Kit	120	0	17
Percussions			
Percussion Kit	120	0	64
Latin Perc.Kit	120	0	65
Trinity Perc.Kit	120	0	66
i30 Perc. Kit	120	0	67
Jazz & Brush Drum			
Jazz Kit	120	0	33
Brush Kit	120	0	41
Drum GM			
Standard Kit GM	120	0	0
Room Kit GM	120	0	8
Power Kit GM	120	0	16
Electro Kit GM	120	0	24
Analog Kit GM	120	0	25
Jazz Kit GM	120	0	32
Brush Kit GM	120	0	40
Orchestra Kit GM	120	0	48
SFX Kit GM	120	0	56
Ethnic			
Arabian Kit 1	120	0	51
Arabian Kit 2	120	0	117
Drum XG			
Standard Kit1 XG	127	0	0
Standard Kit2 XG	127	0	1
Room Kit XG	127	0	8
Rock Kit XG	127	0	16
Electro Kit XG	127	0	24
Analog Kit XG	127	0	25
Jazz Kit 1 XG	127	0	32
Jazz Kit 2 XG	127	0	33
Brush Kit XG	127	0	40
Classic Kit XG	127	0	48
Single Perc.			
Timpani GM	121	0	47
Agogo GM	121	0	113
Woodblock GM	121	0	115
Castanets	121	1	115
Concert BassDrum	121	1	116
Log Drum	121	4	12
Melodic Tom GM	121	0	117

Sound	CC		PC
	0	32	
Melodic Tom 2	121	1	117
Reverse Tom	121	2	117
Synth Drum GM	121	0	118
Reverse CymbalGM	121	0	119
Rhythm Box Tom	121	1	118
Electric Drum	121	2	118
Reverse Snare	121	3	118
Dragon Gong	121	1	119
Reverse Cymbal 2	121	2	119
Family: Sound SFX			
<i>Real</i>			
Seashore GM	121	0	122
Rain	121	1	122
Thunder	121	2	122
Wind	121	3	122
Stream	121	4	122
Bubble	121	5	122
Bird Tweet GM	121	0	123
Dog	121	1	123
Horse Gallop	121	2	123
Bird Tweet 2	121	3	123
Telephone GM	121	0	124
Telephone 2	121	1	124
Door Creaking	121	2	124
Door	121	3	124

Sound	CC		PC
	0	32	
Scratch	121	4	124
Wind Chime	121	5	124
Helicopter GM	121	0	125
Car Engine	121	1	125
Car Stop	121	2	125
Car Pass	121	3	125
Car Crash	121	4	125
Siren	121	5	125
Train	121	6	125
Jetplane	121	7	125
Applause GM	121	0	126
Laughing	121	1	126
Screaming	121	2	126
Punch	121	3	126
Heart Beat	121	4	126
Footsteps	121	5	126
Stadium	121	6	126
Gun Shot GM	121	0	127
Machine Gun	121	1	127
Laser Gun	121	2	127
Explosion	121	3	127
<i>Sci-Fi</i>			
Caribbean	121	2	96
Starship	121	8	125
Burst Noise	121	9	125

Sounds ordered by Program Change

The following table lists all Sounds in order of Bank Select-Program Change number.

Legend: The table also includes MIDI data used to remotely select the Sounds. CC00: Control Change 0, or Bank Select MSB. CC32: Control Change 32, or Bank Select LSB. PC: Program Change.

CC		PC	Sound	GM2
0	32			
121	0	0	AcousticPiano GM	√
121	1	0	Ac. Piano Wide	√
121	2	0	Ac. Piano Dark	√
121	3	0	Grand Piano	
121	4	0	Classic Piano	
121	5	0	Jazz Piano	
121	6	0	Piano & Vibes	
121	7	0	Piano & Strings	
121	8	0	Rock Piano	
121	9	0	Grand Piano RX	
121	10	0	Grand RX DEMO	
121	0	1	Bright Piano GM	√
121	1	1	Bright PianoWide	√
121	2	1	Piano Pad 1	
121	3	1	Piano Pad 2	
121	4	1	Piano & Pad	
121	0	2	E.Grand Piano GM	√
121	1	2	E. Grand Wide	√
121	2	2	M1 Piano	
121	3	2	90's Piano	
121	4	2	2000's Piano	
121	5	2	Chorus Piano	
121	6	2	Piano Layers	
121	0	3	Honky-Tonk GM	√
121	1	3	Honky Wide	√
121	0	4	E. Piano 1 GM	√
121	1	4	Detuned EP 1	√
121	2	4	EP1 Veloc. Mix	√
121	3	4	60's E. Piano	√
121	4	4	Vintage EP	
121	5	4	Pro Dyno EP	
121	6	4	Pro Stage EP	
121	7	4	Studio EP	
121	8	4	R&B E. Piano	
121	9	4	Thin E. Piano	
121	10	4	Dyno Tine EP	

CC		PC	Sound	GM2
0	32			
121	11	4	Club E. Piano	
121	12	4	Classic Wurly	
121	13	4	Soft Wurly	
121	14	4	Hard Wurly	
121	15	4	Vel. Wurly	
121	16	4	Tremolo Wurly	
121	0	5	E. Piano 2 GM	√
121	1	5	Detuned EP 2	√
121	2	5	EP2 Veloc. Mix	√
121	3	5	EP Legend	√
121	4	5	EP Phase	√
121	5	5	Syn Piano X	
121	6	5	Stereo Dig. EP	
121	7	5	Classic Dig. EP	
121	8	5	Hybrid EP	
121	9	5	Classic Tines	
121	10	5	Phantom Tine	
121	11	5	DW8000 EP	
121	12	5	Sweeping EP	
121	13	5	White Pad EP	
121	0	6	Harpsichord GM	√
121	1	6	Harpsi OctaveMix	√
121	2	6	Harpsi Wide	√
121	3	6	Harpsi Key Off	√
121	4	6	Harpsi Korg	
121	5	6	Harpsi 16' RX	
121	0	7	Clav GM	√
121	1	7	Pulse Clav	√
121	2	7	Clav Wah RX	
121	3	7	Clav Snap	
121	4	7	Sticky Clav	
121	0	8	Celesta GM	√
121	0	9	Glockenspiel GM	√
121	1	9	Sistro	
121	0	10	Music Box GM	√
121	1	10	Orgel	

CC		PC	Sound	GM2
0	32			
121	0	11	Vibraphone GM	✓
121	1	11	Vibraphone Wide	✓
121	2	11	Vibraphone 2	
121	0	12	Marimba GM	✓
121	1	12	Marimba Wide	✓
121	2	12	Marimba Key Off	
121	3	12	Monkey Skulls	
121	4	12	Log Drum	
121	5	12	Mallet Clock	
121	6	12	Balaphon	
121	0	13	Xylophone GM	✓
121	0	14	Tubular Bell GM	✓
121	1	14	Church Bell 1	✓
121	2	14	Carillon	✓
121	3	14	Church Bell 2	
121	0	15	Dulcimer GM	✓
121	1	15	Santur	
121	0	16	Drawbar Org. GM	✓
121	1	16	Det.Drawbar Org.	✓
121	2	16	lt. 60's Organ	✓
121	3	16	Drawbar Org. 2	✓
121	4	16	Dark Jazz Organ	
121	5	16	Iper Dark Organ	
121	6	16	Full Drawbar	
121	7	16	DWGS Organ	
121	8	16	Jazz Organ	
121	9	16	Gospel Organ	
121	10	16	Good Old B	
121	11	16	VOX Legend	
121	12	16	Arabian Organ	
121	13	16	Gospel Organ Vel	
121	14	16	Drawbar Organ 3	
121	15	16	Tibia	
121	16	16	Tibia 16/8/4'	
121	17	16	Tibia & Vox	
121	18	16	Post Horn Trem.	
121	19	16	Big Theatre Org.	
121	20	16	Tibia & Kinura	
121	21	16	Tibia Vox Glock	
121	0	17	Perc. Organ GM	✓
121	1	17	Det. Perc. Organ	✓
121	2	17	Perc. Organ 2	✓
121	3	17	Old Wheels	
121	4	17	Percuss. BX3	
121	5	17	M1 Organ	

CC		PC	Sound	GM2
0	32			
121	6	17	Techno Org.Bass	
121	7	17	BX3 Short Decay	
121	8	17	Rotary Organ	
121	9	17	Perc.StereoOrgan	
121	10	17	Perc. Organ 3	
121	0	18	Rock Organ GM	✓
121	1	18	BX3 Vel. Sw	
121	2	18	Killer B	
121	3	18	Dirty B	
121	4	18	Classic Click	
121	5	18	Distortion Organ	
121	6	18	Super BX Perc.	
121	7	18	Dirty Jazz Organ	
121	8	18	Perc.Short Decay	
121	9	18	Perc. Wheels	
121	10	18	Jimmy Organ	
121	11	18	Rock Organ 2	
121	0	19	Church Organ GM	✓
121	1	19	Church Oct. Mix	✓
121	2	19	Detuned Church	✓
121	3	19	Pipe Mixture	
121	4	19	Church Pipes	
121	5	19	Full Pipes	
121	6	19	Pipe Tutti 1	
121	7	19	Positive Organ	
121	8	19	Pipe Tutti 2	
121	9	19	Pipe Tutti 3	
121	0	20	Reed Organ GM	✓
121	1	20	Puff Organ	✓
121	2	20	Small Pipe	
121	3	20	Flauto Pipes	
121	4	20	Pipe Flute	
121	0	21	Accordion GM	✓
121	1	21	Accordion 2	✓
121	2	21	Akordeon	
121	3	21	Musette 1	
121	4	21	Musette 2	
121	5	21	Musette Clar.	
121	6	21	Fisa 16,8'	
121	7	21	Fisa 16,4'	
121	8	21	Fisa Master	
121	9	21	Cassotto	
121	10	21	Arabic Accordion	
121	11	21	Sweet Musette	
121	12	21	Cassotto 16'	

CC		PC	Sound	GM2
0	32			
121	13	21	Cassotto Or.Tune	
121	14	21	Cassotto NorTune	
121	15	21	Detune Accordion	
121	16	21	2 Voices Musette	
121	17	21	3 Voices Musette	
121	18	21	French Musette	
121	19	21	Acc.Clarinet OT	
121	20	21	Acc. Clarinet NT	
121	21	21	Acc. Piccolo OT	
121	22	21	Acc. Piccolo NT	
121	23	21	Master Accordion	
121	24	21	Accordion 3	
121	0	22	Harmonica GM	√
121	1	22	Sweet Harmonica	
121	2	22	Harmonica 2	
121	3	22	Harmonica Expr. 1	
121	4	22	Harmonica Expr. 2	
121	0	23	Tango Accord.GM	√
121	1	23	Fisa Tango!	
121	2	23	Accordion 16,8'	
121	3	23	Accordion16,8,4'	
121	4	23	Acc.16,8' & Bass	
121	5	23	Accordion Bass	
121	6	23	Acc.Voice Change	
121	7	23	Accordion 16,4'	
121	8	23	Acc.16,8,4' Plus	
121	9	23	Acc. & Acc. Bass	
121	10	23	Tango Accord. 2	
121	0	24	Nylon Guitar GM	√
121	1	24	Ukulele	√
121	2	24	Nylon Key Off	√
121	3	24	Nylon Guitar 3	√
121	4	24	Nylon Bossa	
121	5	24	Ac.Guitar KeyOff	
121	6	24	Spanish Guitar	
121	7	24	Guitar Strings	
121	8	24	Nylon Gtr Pro1	
121	9	24	Brazilian Guitar	
121	10	24	Nylon Vel. Harm.	
121	11	24	Nylon Gtr Pro2	
121	12	24	Nylon Gtr RX1	
121	13	24	Nylon Gtr RX2	
121	14	24	Nylon Slide Pro	
121	15	24	Nylon Guitar 2	
121	16	24	RealNylon Gtr ST	

CC		PC	Sound	GM2
0	32			
121	17	24	Real Nylon Gtr	
121	0	25	Steel Guitar GM	√
121	1	25	12 Strings Gtr	√
121	2	25	Mandolin	√
121	3	25	Steel Gtr & Body	√
121	4	25	Steel Guitar 2	
121	5	25	Steel 12 Strings	
121	6	25	Hackbrett	
121	7	25	Finger Key Off	
121	8	25	Finger Tips	
121	9	25	Steel Folk Gtr	
121	10	25	Mandolin Key Off	
121	11	25	Mandolin Trem.	
121	12	25	Reso. Guitar	
121	13	25	Steel Slide Pro1	
121	14	25	Steel Slide Pro2	
121	15	25	Steel Guitar RX1	
121	16	25	Steel Guitar RX2	
121	17	25	12 Strings Pro	
121	18	25	12 Strings RX	
121	19	25	Steel Guitar Pro	
121	20	25	Steel Guitar 3	
121	21	25	RealSteel Gtr ST	
121	22	25	RealFolk Gtr ST	
121	23	25	Real Folk Gtr	
121	24	25	Real 12 Strings	
121	0	26	Jazz Guitar GM	√
121	1	26	Pedal Steel Gtr1	√
121	2	26	Club Jazz Gtr 1	
121	3	26	Club Jazz Gtr 2	
121	4	26	Pedal Steel Gtr2	
121	5	26	Soft Jazz Guitar	
121	6	26	JazzGtr SlidePro	
121	0	27	Clean Guitar GM	√
121	1	27	Det.Clean El.Gtr	√
121	2	27	Mid Tone Gtr	√
121	3	27	Chorus Guitar	
121	4	27	Vintage S.2	
121	5	27	Proces.E.Guitar	
121	6	27	Single Coil	
121	7	27	New Stra.Guitar	
121	8	27	Guitarish	
121	9	27	L&R E.Guitar 1	
121	10	27	L&R E.Guitar 2	
121	11	27	Country Nu	

CC		PC	Sound	GM2
0	32			
121	12	27	Funky Wah RX	
121	13	27	Clean Gtr Pro1	
121	14	27	Single Coil Pro	
121	15	27	Clean Gtr Pro2	
121	16	27	Stra. Vel. Pro	
121	17	27	Stra. Gtr Slide	
121	18	27	Chorus Gtr Pro	
121	19	27	Vintage S.1	
121	20	27	Clean Guitar 2	
121	21	27	Solid Guitar	
121	22	27	Stein Guitar 1	
121	23	27	Stein Guitar 2	
121	24	27	Stein Guitar 3	
121	25	27	Clean Guitar 3	
121	26	27	Real El.Gtr ST1	
121	27	27	Real El.Gtr ST2	
121	28	27	Real El. Guitar	
121	0	28	Muted Guitar GM	✓
121	1	28	Funky Cut El.Gtr	✓
121	2	28	Mute Vel. El.Gtr	✓
121	3	28	Jazz Man	✓
121	4	28	R&R Guitar	
121	5	28	Stra. Chime	
121	6	28	Clean Mute Gtr	
121	7	28	Rhythm E.Guitar	
121	8	28	Clean Funk	
121	9	28	Disto Mute	
121	10	28	Clean Funk RX1	
121	11	28	Clean Funk RX2	
121	12	28	Funk Stein RX1	
121	13	28	Funk Stein RX2	
121	14	28	Clean Guitar RX1	
121	15	28	Clean Guitar RX2	
121	16	28	Clean Guitar RX3	
121	17	28	Clean Guitar RX4	
121	18	28	Clean Guitar RX5	
121	19	28	Muted Guitar 2	
121	0	29	Overdrive Gtr GM	✓
121	1	29	Guitar Pinch	✓
121	2	29	Soft Overdrive	
121	0	30	Distortion GtrGM	✓
121	1	30	Feedback DistGtr	✓
121	2	30	Dist. Rhythm Gtr	✓
121	3	30	Joystick Gtr Y-	
121	4	30	Power Chords	

CC		PC	Sound	GM2
0	32			
121	5	30	Mute Monster	
121	6	30	Wet Dist. Guitar	
121	7	30	Solo Dist.Guitar	
121	8	30	Stereo Dist.Gtr	
121	9	30	Dist. Guitar RX1	
121	10	30	Dist. Guitar RX2	
121	11	30	Dist. Clean Gtr	
121	12	30	Dist. Steel Gtr	
121	0	31	Gtr Harmonic GM	✓
121	1	31	Guitar Feedback	✓
121	2	31	E.Gtr Harmonics	
121	0	32	Acoustic Bass GM	✓
121	1	32	Ac. Bass Buzz	
121	2	32	Bass & Ride 2	
121	3	32	Acous. Bass Pro1	
121	4	32	Acous. Bass Pro2	
121	5	32	DarkWoody A.Bass	
121	6	32	Bass & Ride 1	
121	7	32	Acous. Bass RX	
121	8	32	Acoustic Bass 2	
121	0	33	Finger Bass GM	✓
121	1	33	Finger Slap 2	✓
121	2	33	Finger E.Bass 1	
121	3	33	Finger E.Bass 2	
121	4	33	Finger E.Bass 3	
121	5	33	Stick Bass	
121	6	33	Finger Bass 2	
121	7	33	Finger Bass 3	
121	8	33	Chorus Fing.Bass	
121	9	33	Bright Finger B.	
121	10	33	Finger Bass 4	
121	11	33	More mid! Bass	
121	12	33	Finger Slap 1	
121	13	33	Finger Bass RX	
121	14	33	FingerB.& Guitar	
121	15	33	Finger Bass 5	
121	0	34	Picked E.Bass GM	✓
121	1	34	Picked E.Bass 2	
121	2	34	Picked E.Bass 3	
121	3	34	Stein Bass	
121	4	34	Bass & Guitar	
121	5	34	Bass Mute	
121	6	34	Bass&Gtr Double	
121	7	34	Pick Bass 1	
121	8	34	Pick Bass 2	

CC		PC	Sound	GM2
0	32			
121	9	34	Ticktacing Bass	
121	10	34	Picked Bass RX	
121	11	34	Picked E. Bass 4	
121	0	35	Fretless Bass GM	√
121	1	35	Fretless Bass 2	
121	2	35	Fretless Bass 3	
121	3	35	Sweet Fretless	
121	4	35	Dark R&B Bass1	
121	5	35	Dark R&B Bass2	
121	6	35	Woofer Pusher B.	
121	7	35	Fretless Bass 4	
121	0	36	Slap Bass 1 GM	√
121	1	36	Super Bass 1	
121	2	36	Super Bass 2	
121	3	36	FunkSlap Bass RX	
121	4	36	SlapFing Bass RX	
121	5	36	SlapPick Bass RX	
121	6	36	Slap Bass 3	
121	0	37	Slap Bass 2 GM	√
121	1	37	Thumb Bass	
121	2	37	Dyna Bass	
121	3	37	Dyna Slap Bass	
121	4	37	Chorus Slap Bass	
121	5	37	The Other Slap	
121	6	37	Slap Bass 4	
121	7	37	Slap Bass 5	
121	0	38	Synth Bass 1 GM	√
121	1	38	Synth Bass Warm	√
121	2	38	Synth Bass Reso	√
121	3	38	Clavi Bass	√
121	4	38	Hammer	√
121	5	38	30303 Bass	
121	6	38	30303 Square	
121	7	38	Bass Square	
121	8	38	Syn Bass Res	
121	9	38	Digi Bass 1	
121	10	38	Digi Bass 2	
121	11	38	Digi Bass 3	
121	12	38	Blind as a Bat	
121	13	38	Jungle Bass	
121	14	38	Auto Pilot 1	
121	15	38	Hybrid Bass	
121	16	38	Dr. Octave	
121	17	38	Drive Bass	
121	18	38	Synth Bass 3	

CC		PC	Sound	GM2
0	32			
121	0	39	Synth Bass 2 GM	√
121	1	39	SynthBass Attack	√
121	2	39	SynthBass Rubber	√
121	3	39	Attack Pulse	√
121	4	39	Euro Bass	
121	5	39	Jungle Rez	
121	6	39	Nasty Bass	
121	7	39	Phat Bass	
121	8	39	Poinker Bass	
121	9	39	Synth Bass 80ish	
121	10	39	Autofilter Bass	
121	11	39	Monofilter Bass	
121	12	39	Reso Bass	
121	13	39	Auto Pilot 2	
121	14	39	Bass4 Da Phunk	
121	15	39	Synth Bass 4	
121	0	40	Violin GM	√
121	1	40	Slow Att. Violin	√
121	2	40	Violin Expr.	
121	3	40	Slow Violin	
121	0	41	Viola GM	√
121	0	42	Cello GM	√
121	0	43	Contrabass GM	√
121	0	44	Tremolo Str. GM	√
121	0	45	Pizzicato Str. GM	√
121	1	45	Pizz. Ensemble	
121	2	45	Pizz. Section	
121	3	45	Double Strings	
121	0	46	Harp GM	√
121	1	46	Yang Chin	√
121	0	47	Timpani GM	√
121	0	48	Strings Ens.1 GM	√
121	1	48	Strings & Brass	√
121	2	48	60's Strings	√
121	3	48	Stereo Strings	
121	4	48	Legato Strings	
121	5	48	i3 Strings	
121	6	48	N Strings	
121	7	48	Arco Strings	
121	8	48	Octave Strings	
121	9	48	Strings Quartet	
121	10	48	Symphonic Bows	
121	11	48	Ensemble & Solo	
121	12	48	Chamber Strings	
121	13	48	Arabic Strings	

CC		PC	Sound	GM2
0	32			
121	14	48	Orchestra Tutti1	
121	15	48	Strings & Horns	
121	16	48	Orch. & Oboe 1	
121	17	48	Orch. & Oboe 2	
121	18	48	Strings & Glock.	
121	19	48	Orchestra Tutti2	
121	20	48	Orchestra&Flute	
121	21	48	Strings Ens. 3	
121	0	49	Strings Ens.2 GM	√
121	1	49	Sweeper Strings	
121	2	49	Full Strings	
121	3	49	Strings Ens. 4	
121	0	50	Synth Strings1GM	√
121	1	50	Synth Strings 3	√
121	2	50	Analog Strings 2	
121	3	50	Analog Velve	
121	4	50	Odissey	
121	5	50	Analog Strings 1	
121	6	50	Synth Strings 4	
121	0	51	Synth Strings2GM	√
121	1	51	Synth Strings 5	
121	0	52	Choir Aahs GM	√
121	1	52	Choir Aahs 2	√
121	2	52	Ooh Voices	
121	3	52	Ooh Slow Voice	
121	4	52	Take Voices 1	
121	5	52	Take Voices 2	
121	6	52	Ooh Choir	
121	7	52	Aah Choir	
121	8	52	Mmmh Choir	
121	9	52	Oh-Ah Voices	
121	10	52	Slow Choir	
121	11	52	Grand Choir	
121	12	52	Choir Light	
121	13	52	Strings Choir	
121	0	53	Voice Oohs GM	√
121	1	53	Humming	√
121	2	53	Doolally	
121	3	53	Airways	
121	0	54	Synth Voice GM	√
121	1	54	Analog Voice	√
121	2	54	Vocalesque	
121	3	54	Vocalscape	
121	4	54	Classic Vox	
121	5	54	Dream Voice	

CC		PC	Sound	GM2
0	32			
121	0	55	Orchestra Hit GM	√
121	1	55	Bass Hit Plus	√
121	2	55	6th Hit	√
121	3	55	Euro Hit	√
121	4	55	Brass Impact	
121	5	55	Hit in India	
121	6	55	Wild Arp	
121	7	55	Flip Blip	
121	8	55	Netherland Hit	
121	0	56	Trumpet GM	√
121	1	56	Dark Trumpet	√
121	2	56	Trumpet 2	
121	3	56	Mono Trumpet	
121	4	56	Trumpet Expr.	
121	5	56	Trumpet Pitch	
121	6	56	Dual Trumpets	
121	7	56	Flugel Horn	
121	8	56	Warm Flugel	
121	9	56	BeBop Cornet	
121	10	56	Trumpet Pro 1	
121	11	56	Trumpet Pro 2	
121	12	56	Sweet FlugelHorn	
121	13	56	Flugel Horn Pro	
121	14	56	Trumpet 3	
121	0	57	Trombone GM	√
121	1	57	Trombone 2	√
121	2	57	Bright Trombone	√
121	3	57	Hard Trombone	
121	4	57	Soft Trombone	
121	5	57	Pitch Trombone	
121	6	57	Trombone Expr. 1	
121	7	57	Trombone Expr. 2	
121	8	57	Trombone Vel. 1	
121	9	57	Trombone Vel. 2	
121	10	57	Trombone Vel. 3	
121	11	57	Trombone Pro Vel	
121	12	57	Trombone 3	
121	0	58	Tuba GM	√
121	1	58	Oberkr. Tuba	
121	2	58	Tuba Gold	
121	3	58	Dynabone	
121	4	58	Ob.Tuba&E.Bass 1	
121	5	58	Ob.Tuba&E.Bass 2	
121	0	59	Mute Trumpet GM	√
121	1	59	Mute Trumpet 2	√

CC		PC	Sound	GM2
0	32			
121	2	59	Wah Trumpet	
121	3	59	Mute Ensemble 1	
121	4	59	Mute Ensemble 2	
121	0	60	French Horn GM	√
121	1	60	French Horn Warm	√
121	2	60	French Section	
121	3	60	Classic Horns	
121	4	60	Horns & Ensemble	
121	0	61	Brass Section GM	√
121	1	61	Brass Section 2	√
121	2	61	Tight Brass 3	
121	3	61	Glen & Friends	
121	4	61	Big Band Brass	
121	5	61	Sax & Brass	
121	6	61	Glen & Boys	
121	7	61	Trumpet & Brass	
121	8	61	Attack Brass	
121	9	61	Trumpet Ens.	
121	10	61	Trombone Ens.	
121	11	61	Trombones	
121	12	61	Tight Brass 4	
121	13	61	Fat Brass	
121	14	61	Dyna Brass 1	
121	15	61	Brass Expr.	
121	16	61	Brass & Sax	
121	17	61	Film Brass	
121	18	61	Brass Slow	
121	19	61	Fanfare	
121	20	61	Movie Brass	
121	21	61	Power Brass	
121	22	61	Dyna Brass 2	
121	23	61	Sforzato Brass	
121	24	61	Double Brass	
121	25	61	Brass Hit	
121	26	61	Brass Fall	
121	27	61	Tight Brass 1	
121	28	61	Tight Brass Pro	
121	29	61	Tight Brass 2	
121	30	61	Brass of Power	
121	31	61	Brass Section 3	
121	0	62	Synth Brass 1GM	√
121	1	62	Synth Brass 3	√
121	2	62	Analog Brass 1	√
121	3	62	Jump Brass	√
121	4	62	Electrik Brass	

CC		PC	Sound	GM2
0	32			
121	5	62	Synth Brass 5	
121	0	63	Synth Brass 2GM	√
121	1	63	Synth Brass 4	√
121	2	63	Analog Brass 2	√
121	3	63	Brass Pad	
121	4	63	Big Panner	
121	5	63	Synth Brass 6	
121	0	64	Soprano Sax GM	√
121	1	64	Sweet Soprano 3	
121	2	64	Soprano Pro	
121	3	64	Sweet Soprano 1	
121	4	64	Sweet Soprano 2	
121	0	65	Alto Sax GM	√
121	1	65	Alto Breath	
121	2	65	Sax Ensemble	
121	3	65	Breathy Alto Sax	
121	4	65	Alto Sax Growl	
121	5	65	Sweet Alto Sax 1	
121	6	65	Sweet Alto Sax 2	
121	7	65	Soft Alto Sax	
121	8	65	Alto Sax Pro	
121	9	65	Alto Sax Expr.	
121	10	65	Alto Sax RX	
121	11	65	Cool Sax Ens.	
121	0	66	Tenor Sax GM	√
121	1	66	Tenor Sax Noise1	
121	2	66	Soft Tenor	
121	3	66	Tenor Breath	
121	4	66	Tenor Growl	
121	5	66	Folk Sax	
121	6	66	Tenor Sax Noise2	
121	7	66	Tenor Sax Expr.1	
121	8	66	Tenor Sax Expr.2	
121	9	66	Jazz Tenor 1	
121	10	66	Jazz Tenor 2	
121	11	66	Reed of Power	
121	0	67	Baritone Sax GM	√
121	1	67	Baritone Growl	
121	2	67	Breathy Baritone	
121	3	67	Baritone Sax Pro	
121	4	67	Baritone Sax 2	
121	0	68	Oboe GM	√
121	1	68	Double Reed	
121	0	69	English Horn GM	√
121	1	69	English Horn 2	

CC		PC	Sound	GM2
0	32			
121	0	70	Bassoon GM	✓
121	0	71	Clarinet GM	✓
121	1	71	Jazz Clarinet	
121	2	71	Clarinet G	
121	3	71	Section Winds 1	
121	4	71	Section Winds 2	
121	5	71	Clarinet Ens.	
121	6	71	Woodwinds	
121	7	71	Folk Clarinet	
121	0	72	Piccolo GM	✓
121	1	72	Small Orchestra	
121	2	72	Nay	
121	0	73	Flute GM	✓
121	1	73	Jazz Flute Expr.	
121	2	73	Flute Switch	
121	3	73	Flute Dyn. 5th	
121	4	73	Flute Frullato	
121	5	73	Orchestra Flute	
121	6	73	Flute Muted	
121	7	73	Wooden Flute	
121	8	73	Bambu Flute	
121	9	73	Flute 2	
121	0	74	Recorder GM	✓
121	1	74	Recorder 2	
121	0	75	Pan Flute GM	✓
121	1	75	Kawala	
121	0	76	Blown Bottle GM	✓
121	0	77	Shakuhachi GM	✓
121	1	77	Old Shakuhachi	
121	2	77	Shakuhachi 2	
121	0	78	Whistle GM	✓
121	1	78	Whistle 2	
121	0	79	Ocarina GM	✓
121	0	80	Lead Square GM	✓
121	1	80	Lead Square 2	✓
121	2	80	Lead Sine	✓
121	3	80	Old Portamento	
121	4	80	Dance Lead	
121	5	80	Wave Lead	
121	6	80	Sine Wave	
121	7	80	Analog Lead	
121	8	80	Old & Analog	
121	9	80	Gliding Square	
121	10	80	Sine Switch	
121	11	80	Square Rez	

CC		PC	Sound	GM2
0	32			
121	12	80	Port Whine	
121	13	80	2VCO Planet Lead	
121	0	81	Lead Saw GM	✓
121	1	81	Lead Saw 2	✓
121	2	81	Lead Saw & Pulse	✓
121	3	81	Lead Double Saw	✓
121	4	81	Lead Seq. Analog	✓
121	5	81	Power Saw	
121	6	81	Octo Lead	
121	7	81	Seq Lead	
121	8	81	Phat Saw Lead	
121	9	81	Glide Lead	
121	10	81	Fire Wave	
121	11	81	Rezbo	
121	12	81	Synth Pianoid	
121	0	82	Calliope GM	✓
121	0	83	Chiff GM	✓
121	0	84	Charang GM	✓
121	1	84	Wire Lead	✓
121	2	84	Synchro City	
121	3	84	Sync Kron	
121	4	84	Metallic Rez	
121	5	84	Brian Sync	
121	6	84	Arp Twins	
121	7	84	LoFi Ethnic	
121	0	85	Voice Lead GM	✓
121	1	85	Ether Voices	
121	2	85	Cyber Choir	
121	0	86	Fifths Lead GM	✓
121	1	86	Crimson 5ths	
121	0	87	Bass & Lead GM	✓
121	1	87	Lead Soft Wrl	✓
121	2	87	Electro Lead	
121	3	87	Rich Lead	
121	4	87	Thin Analog Lead	
121	5	87	Express. Lead	
121	6	87	HipHop Lead	
121	7	87	Square Bass	
121	8	87	Big & Raw	
121	9	87	Cat Lead	
121	10	87	OB Lead	
121	11	87	A Leadload	
121	0	88	New Age Pad GM	✓
121	1	88	Virtual Traveler	
121	2	88	Arp Angeles	

CC		PC	Sound	GM2
0	32			
121	0	89	Warm Pad GM	√
121	1	89	Sine Pad	√
121	2	89	Master Pad	
121	3	89	Power Synth	
121	4	89	The Pad	
121	5	89	Money Pad	
121	6	89	Dark Pad	
121	7	89	Freedom Pad	
121	8	89	Analog Pad 1	
121	9	89	Analog Pad 2	
121	10	89	Analog Pad 3	
121	11	89	Vintage Pad	
121	12	89	OB Pad	
121	13	89	Dark Anna	
121	14	89	Symphonic Ens.	
121	0	90	Polysynth GM	√
121	1	90	Reso Sweep	
121	2	90	Sky Watcher	
121	3	90	Synth Sweeper	
121	4	90	Super Sweep	
121	5	90	Wave Sweep	
121	6	90	Cross Sweep	
121	7	90	Digital PolySix	
121	8	90	Noisy Stabb	
121	9	90	Mega Synth	
121	10	90	Tecno Phonic	
121	11	90	Farluce	
121	12	90	Big Sweep Stab	
121	13	90	Korgmatose	
121	0	91	Choir Pad GM	√
121	1	91	Itopia Pad	√
121	2	91	Fresh Air	
121	3	91	Heaven	
121	4	91	Pop Synth Pad	
121	5	91	Future Pad	
121	6	91	Tsunami Wave	
121	7	91	Fresh Breath	
121	8	91	Ravelian Pad	
121	9	91	Full Vox Pad	
121	10	91	Dance ReMix	
121	0	92	Bowed Glass GM	√
121	0	93	Metallic Pad GM	√
121	1	93	Cosmic	
121	0	94	Halo Pad GM	√
121	0	95	Sweep Pad GM	√

CC		PC	Sound	GM2
0	32			
121	1	95	Astral Dream	
121	2	95	Meditate	
121	3	95	Dark Element	
121	4	95	Mellow Pad	
121	5	95	Cinema Pad	
121	6	95	Reoccurring Astra	
121	7	95	Vintage Sweep	
121	8	95	You Decide	
121	0	96	Ice Rain GM	√
121	1	96	Motion Ocean	
121	2	96	Caribbean	
121	0	97	Soundtrack GM	√
121	1	97	Air Clouds	
121	2	97	Reso Down	
121	3	97	Tinklin Pad	
121	4	97	Pods In Pad	
121	5	97	Noble Pad	
121	6	97	Rave	
121	7	97	Elastick Pad	
121	0	98	Crystal GM	√
121	1	98	Synth Mallet	√
121	2	98	Vs Bell Boy	
121	3	98	Krystal Bell	
121	4	98	Digi Bell	
121	5	98	Moving Bell	
121	6	98	Bell Pad	
121	7	98	Bell Choir	
121	0	99	Atmosphere GM	√
121	0	100	Brightness GM	√
121	1	100	Lonely Spin	
121	2	100	Synth Ghostly	
121	0	101	Goblins GM	√
121	1	101	Motion Raver	
121	2	101	Digi Ice Pad	
121	3	101	VCF Modulation	
121	0	102	Echo Drops GM	√
121	1	102	Echo Bell	√
121	2	102	Echo Pan	√
121	3	102	Band Passed	
121	4	102	Pan Reso	
121	5	102	Moon Cycles	
121	0	103	Star Theme GM	√
121	0	104	Sitar GM	√
121	1	104	Sitar 2	√
121	2	104	Sitar Tambou	

CC		PC	Sound	GM2
0	32			
121	3	104	Indian Stars	
121	4	104	Indian Frets	
121	5	104	Bouzouki	
121	6	104	Tambra	
121	7	104	Sitar Sitar	
121	0	105	Banjo GM	√
121	1	105	Banjo Key Off	
121	2	105	Oud	
121	3	105	Jaw Harp	
121	4	105	Banjo RX	
121	0	106	Shamisen GM	√
121	0	107	Koto GM	√
121	1	107	Taisho Koto	√
121	2	107	Kanoun	
121	3	107	Kanoun Tremolo	
121	4	107	Kanoun Mix	
121	0	108	Kalimba GM	√
121	1	108	Kalimba 2	
121	0	109	Bag Pipes GM	√
121	1	109	War Pipes	
121	2	109	Uilleann BagPipes	
121	3	109	HighlandBagPipes	
121	0	110	Fiddle GM	√
121	0	111	Shanai GM	√
121	1	111	Zurna	
121	2	111	Hichiriki	
121	0	112	Tinkle Bell GM	√
121	1	112	Gamelan	
121	2	112	Bali Gamelan	
121	3	112	Garbage Mall	
121	0	113	Agogo GM	√
121	0	114	Steel Drums GM	√
121	1	114	Warm Steel	
121	0	115	Woodblock GM	√
121	1	115	Castanets	√
121	0	116	Taiko Drum GM	√
121	1	116	Concert BassDrum	√
121	0	117	Melodic Tom GM	√
121	1	117	Melodic Tom 2	√
121	2	117	Reverse Tom	
121	0	118	Synth Drum GM	√
121	1	118	Rhythm Box Tom	√
121	2	118	Electric Drum	√
121	3	118	Reverse Snare	
121	0	119	Reverse CymbalGM	√

CC		PC	Sound	GM2
0	32			
121	1	119	Dragon Gong	
121	2	119	Reverse Cymbal 2	
121	0	120	Gtr FretNoise GM	√
121	1	120	Guitar Cut Noise	√
121	2	120	Ac. Bass String	√
121	3	120	Vox Wah Chick RX	
121	0	121	Breath Noise GM	√
121	1	121	Flute Key Click	√
121	0	122	Seashore GM	√
121	1	122	Rain	√
121	2	122	Thunder	√
121	3	122	Wind	√
121	4	122	Stream	√
121	5	122	Bubble	√
121	0	123	Bird Tweet GM	√
121	1	123	Dog	√
121	2	123	Horse Gallop	√
121	3	123	Bird Tweet 2	√
121	0	124	Telephone GM	√
121	1	124	Telephone 2	√
121	2	124	Door Creaking	√
121	3	124	Door	√
121	4	124	Scratch	√
121	5	124	Wind Chime	√
121	0	125	Helicopter GM	√
121	1	125	Car Engine	√
121	2	125	Car Stop	√
121	3	125	Car Pass	√
121	4	125	Car Crash	√
121	5	125	Siren	√
121	6	125	Train	√
121	7	125	Jetplane	√
121	8	125	Starship	√
121	9	125	Burst Noise	√
121	0	126	Applause GM	√
121	1	126	Laughing	√
121	2	126	Screaming	√
121	3	126	Punch	√
121	4	126	Heart Beat	√
121	5	126	Footsteps	√
121	6	126	Stadium	
121	0	127	Gun Shot GM	√
121	1	127	Machine Gun	√
121	2	127	Laser Gun	√
121	3	127	Explosion	√

Drumkits by Program Change order

CC		PC	Name
0	32		
120	0	0	Standard Kit GM
120	0	1	Standard Kit 1
120	0	2	Standard Kit 2
120	0	3	Standard Kit 3
120	0	8	Room Kit GM
120	0	9	HipHop Kit 1
120	0	10	Jungle Kit
120	0	11	Techno Kit 1
120	0	12	Room Kit
120	0	13	HipHop Kit 2
120	0	14	Techno Kit 2
120	0	16	Power Kit GM
120	0	17	Power Kit
120	0	24	Electro Kit GM
120	0	25	Analog Kit GM
120	0	26	Dance Kit
120	0	27	Analog Kit
120	0	28	House Kit 1
120	0	29	House Kit 2
120	0	30	Electro Kit
120	0	32	Jazz Kit GM

CC		PC	Name
0	32		
120	0	33	Jazz Kit
120	0	40	Brush Kit GM
120	0	41	Brush Kit
120	0	48	Orchestra Kit GM
120	0	51	Arabian Kit 1
120	0	56	SFX Kit GM
120	0	64	Percussion Kit
120	0	65	Latin Perc.Kit
120	0	66	Trinity Perc.Kit
120	0	67	i30 Perc. Kit
120	0	117	Arabian Kit 2
127	0	0	Standard Kit1 XG
127	0	1	Standard Kit2 XG
127	0	8	Room Kit XG
127	0	16	Rock Kit XG
127	0	24	Electro Kit XG
127	0	25	Analog Kit XG
127	0	32	Jazz Kit 1 XG
127	0	33	Jazz Kit 2 XG
127	0	40	Brush Kit XG
127	0	48	Classic Kit XG

Effects for sounds

Reverbs

Reverb Type	Notes and parameters
Reverb Hall	This hall-type reverb simulates the reverberation of mid-size concert halls or ensemble halls.
Reverb SmoothHall	This hall-type reverb simulates the reverberation of larger halls and stadiums, and creates a smooth release.
Reverb Wet Plate	This plate reverb simulates warm (dense) reverberation.
Reverb Dry Plate	This plate reverb simulates dry (light) reverberation.
Reverb Room	This reverb simulates a small room.
Reverb BrightRoom	This room-type reverb emphasizes the early reflections that make the sound brighter.
Early Reflections	This effect is only the early reflection part of a reverberation sound, and adds presence to the sound. By using the Type knob, you can select one of four decay curves.
Gate	This effect combines a reverb and a gate. It mutes the input signal when it falls below a specified level.

Modulating effects

Effect Type	Notes and parameters
Stereo Chorus	This effect adds thickness and warmth to the sound by modulating the delay time of the input signal. By using the Width knob, you can add spread to the sound by offsetting the phase of the left and right LFOs from each other.
Stereo Phaser	This effect creates swelling phaser modulation effects, creating a soothing modulation effect particularly suitable for electric piano. By using the Resonance knob you can boost of the phaser frequency.
Stereo Flanger	This effect gives a significant swell and movement of pitch to the sound. It is more effective when applied to a sound with a lot of harmonics. By using the Feedback knob you can add spread to the sound, by offsetting the phase of the left and right LFOs from each other.
Stereo Tremolo	This effect modulates the volume level of the input signal. The effect is stereo, and offsetting the LFO of the left and right phases from each other, by using the LFO Phase knob, produces a tremolo effect between left and right.
Organ Vib/Chorus	This effect simulates the chorus and vibrato circuitry of a vintage organ. Experiment with the Preset Type knob to find the right sound, by choosing between Vibrato (V) and Chorus (C) types.
Rotary Speaker	This effect simulates a rotary speaker, and obtains a more realistic sound by simulating the rotor in the low range and the horn in the high range separately.
Stereo BPM Delay	This delay, synchronized to the song's tempo, enables you to separately program the left and right audio channels.
OD/Hi.Gain Wah	This is a modern distortion effect, including a simulator of Wah pedal. This effect is suitable for guitar and organ sounds.

Pads

You can assign the following Hits or Sequences to the four Pad buttons.

Hits

These pads are single-shot events.

Drums	Percussions	World Perc. #1	World Perc. #2
88 Cowbell	Agogo 1	Baya 1	Kup 1
88 Crash	Agogo2	Baya 2	Kup 2
China	Castanet 1	China Gong	Kup 3
Crash 1	Castanet 2	Darbuka 1	Kup 4
Crash 2	Conga Hi	Darbuka 2	Ramazan 1
Rev. Cymbal	Conga Low	Darbuka 3	Ramazan 2
Ride 1	Conga Mute	Darbuka 4	Ramazan 3
Ride 2	Conga Slap	Darbuka 5	Rek Dom Ak
Ride Bell	Cowbell	Darbuka 6	Rik 1
Splash	Cuica 1	Darbuka 7	Rik 2
Sticks	Cuica2	Darbuka 8	Rik 3
Rimshot	Jingle Bell	Davul	Sagat 1
HiTom Flam	Long Guiro	Douf Rim Ak	Sagat 2
MidTomFlam	Short Guiro	Dragon Gong	Tef 1
LowTomFlam	Open Bells	Hollo 1	Tef 2
TomFlamEnd	Rain Stick	Hollo 2	Tef 3
PadKit#1 BD	Tamb. Acc. 1		Tef 4
PadKit#1 SD	Tamb. Acc. 2		Tef 5
PadKit#1CHH	Tamb. Open		Tef 6
PadKit#1OHH	Tamb. Push		
PadKit#2 BD	Timbale Hi		
PadKit#2 SD	Timbale Low		
PadKit#2 HH	Timbale Rim1		
PadKit#2CRS	Timbale Rim2		
PadKit#3 BD	Triangle 1		
PadKit#3 SD	Triangle 2		
PadKit#3RIM	Vibra Slap		
PadKit#3 HH	Whistle 1		
PadKit#3CRS	Whistle2		
PadKit#3SCR	Windchimes1		
	Windchimes2		
	Windchimes3		

Synth & Pad	Voices	Block Chords	SFX #1
Cosmic	Aah!	Blk Funk 1 A	Applause
VCF Mod	Hit It!	Blk Funk 1 B	Birds 1
Planet Lead	Laughing	Blk Funk 1 C	Birds 2
Brightness	Scream	Blk Funk 1 D	Cat
Crystal	Uuh!	Blk Funk 2 A	Church Bell
NewAge Pad	Yeah! 1	Blk Funk 2 B	Crickets
Fifths Lead	Yeah! 2	Blk Funk 2 C	Dist.Slide 1
Calliope		Blk Funk 2 D	Dist.Slide 2
Caribbean		Blk Organ A	Dog
Rezbo		Blk Organ B	Door Creak
DigitalPoly6		Blk Organ C	Door Slam
Motion Raver		Blk Organ D	Footsteps 1
Moving Bell		Blk Choir A	Footsteps 2
Elastic Pad		Blk Choir B	Heart Beat
Rave		Blk Choir C	Horse Gallop
Dance Remix		Blk Choir D	Lion
Sweep			Scratch 1
You Decide			Scratch 2
			Scratch 3
			Scratch 4
			Scratch 5
			Scratch 6
			Stadium

Sequences

These pads are sequences of notes.

Drums	Percussions	Grooves	Piano
BDrum Solo	Finger Snap	Grv Drum 1	GlissDownW
Snare Solo	Triangle+HH	Grv Drum 2	GlissUpW
8 Beat Easy	LatinPerc 1	Grv Brush	GlissDownB
8 Bt Medium	LatinPerc 2	Grv Jazzy	GlissUpB
Rock 1	LatinPerc 3	Grv Latin	Honk Ending
Rock 2	Perc Mix	Grv HipHop 1	
Brush 1 3/4	Soft Perc	Grv HipHop 2	
Brush 2 3/4	Conga	Grv HipHop 3	
Disco 1	Conga+Ride	Grv HipHop 4	
Disco 2	Conga+Mix	Grv HipHop 5	
Disco 3	Conga+Bongo	Grv HipHop 6	
Disco 4	Conga+Tamb	Grv Funk 1	
Funk 1	Shaker	Grv Funk 2	
Funk 2	Shakr+Tamb1	Grv Funk 3	
Brush Shuff	Shakr+Tamb2	Grv House 1	

Latin Drums	Shak+Conga1	Grv House 2	
Progress 1	Shak+Conga2	Grv Analog	
Progress 2	Tambourine1	Grv Garage 1	
Fill 1	Tambourine2	Grv Garage 2	
Fill 2	Tamb+Conga1	Grv Dance 1	
Break	Tamb+Conga2	Grv Dance 2	
End	Guiro+Bongo	Grv Techno 1	
	Cowbell+Tamb	Grv Techno 2	
	Perc 3/4		
	Perc 6/8		
Orchestral	Solo	Synth & Pad	SFX
TimpaniRoll1	Marimba	Synth Seq 1	Military 1
TimpaniRoll2	Kalimba 1	Synth Seq 2	Military 2
Orch. Tutti 1	Kalimba 2	Synth Seq 3	Military 3
Orch. Tutti 2	SteelDrums	Synth Seq 4	Military 4
Orch. Tutti 3	Vibes	Synth Seq 5	Horror 1
Orch. Tutti 4	Dist.Guitar	Synth Seq 6	Horror 2
Orch. Harp 1	SlideSteel	Synth Seq 7	Horror 3
Orch. Harp 2	Banjo	Synth Seq 8	Horror 4
Orch. Harp 3	Violin	Synth Seq 9	Lullaby 1
Orch. Harp 4	Harpsi 3/4	Synth Seq 10	Lullaby 2
Orch. Harp 5	Harpsi 4/4	Synth Seq 11	River
FrenchHorn1	Funk Guitar	Portamento 1	Storm
FrenchHorn2	Solo Piano 1	Portamento 2	Metron. 3/4
Strings 1	Solo Piano 2	Portamento 3	PreCount 3/4
Strings 2	Solo Piano 3	Portamento 4	Metron. 4/4
Strings 3	Solo Piano 4	Synth Filter 1	PreCount 4/4
Strings 4	Solo Synth 1	Synth Filter 2	DoubPreC4/4
Strings 5	Solo Synth 2	Panned Pad	Toccata
Strings 6	Solo Synth 3	Master Pad	5th Intro
Strings 7	Solo Synth 4	Dark Pad	Spring
	Solo Synth 5		Circus 1
	Solo Synth 6		Circus 2
	Solo Guitar 1		
	Solo Guitar 2		
	Solo Guitar 3		

MIDI Setup

Select a MIDI Setup to quickly configure the MIDI Channels and routing.

MIDI Setup	MIDI Channel In	Data sent to	MIDI Out
Keyboard	1	Global	No
External Seq.	01–16	Player1	No

Quick Access Key shortcuts

Use the following shortcuts to quickly access pages, functions and commands. Keep the QUICK ACCESS KEY pressed and press the key that's specified in the first column of the table.

Quick Access Key + ...	Function/Command
Global	Touch Panel Calibration
Media	USB Connection
Find	Advanced Search
Lyrics	Score
Melody	Track Mute (MIDI files) / Vocal Remover Preset (MP3 files)
Pad (A-B-C-D)	Pad Set
Cue	Eject Song (Player 1 and 2)
Mic 1 or Mic 2	Voice Processor Setup
Choir	Voice Processor Preset
FX	Voice Processor FX
Talk	Voice Processor Talk
Dial	Extend selection
Exit	MIDI Panic (turns all notes off)
Crossfade <>	X-Fade Time
Transpose	Global Tuning
Video	Video Font Size
Mixer	SMF > Track Sound
Library	Info (selected song)
Playlist	Info (selected song)
Track On/Off	Track Solo (in Mixer > SMF >Track Sound and Mixer > Keyboard > Track Edit)
Column Label	Resize label with the DIAL (in Library > List View and Playlist Library)
Transpose Icon	Enable Transpose on both Players and Keyboard (in the Main screen)
Left Arrow	Mark song to move (in Playlist Library)
Right Arrow	Move the marked song (in Playlist Library)

PC keyboard shortcuts

These are the commands corresponding to the MP-10 PRO functions and commands.

Where	PC Key(s)	MP-10 PRO Function
Everywhere	Enter	OK button (inside the DIAL)
	Esc	EXIT button
	Tab	Select the next parameter/field
	Shift-Tab	Select the previous parameter/field
Library Playlist Mixer > SMF Mixer > VP Setup Mixer > VP Preset Mixer > Kbd Sound/FX Mixer > Pad/Switch Video Global > General Settings Global > MIDI Settings	Ctrl-Tab	Selects the next tab/pane
	Shift-Ctrl-Tab	Selects the previous tab/pane
Library > Library	Shift-Enter	QUICK ACCESS-OK (Info)
Playlist > Playlist Overview	F2	Rename the selected item (folder or playlist)
Playlist > Playlist Library	Ctrl-X	QUICK ACCESS-LEFT (Select a song to be cut)
	Ctrl-V	QUICK ACCESS-RIGHT (Paste the song at the current position)

Troubleshooting

Problem	Solution
General problems	
Power does not turn on	<p>Make sure that (1) the power cable is plugged into the outlet, (2) the cable is plugged into the connector on the back of the instrument, (3) and is not damaged, (4) there are no problems with the mains.</p> <p>Is the power switch turned ON?</p> <p>If the power still does not turn on, contact your dealer or the nearest KORG Service Center.</p>
No sound	<p>Check the connections to your amp or mixer.</p> <p>Make sure that all the components of the amplifying system are turned on.</p> <p>Is the MASTER VOLUME knob set to a position other than "0"?</p> <p>Are the Volume levels in the Mixer page set too low? Set them to a higher value.</p>
Wrong sounds	<p>Have the Performances been modified? Load the appropriate data.</p>
Sound does not stop	<p>Make sure that the damper switch polarity parameter is set correctly.</p>
MP-10 PRO does not respond to MIDI messages	<p>Make sure that all MIDI or USB cables are connected correctly.</p> <p>Make sure that the external device is transmitting through MIDI channels enabled to receive in the MP-10 PRO.</p> <p>Make sure that the MIDI IN Filters of the MP-10 PRO do not prevent the reception of messages.</p>
A background noise can be heard	<p>The selected master effect is the "Stereo Analog Record", simulating the noise of a old vinyl recording.</p>
Media related problems	
Cannot save data to an external device	<p>Is the connected device in a format that MP-10 PRO can read?</p> <p>Is the write protect switch of the external device in the protect position?</p> <p>Is the device formatted?</p> <p>Is the device correctly connected?</p>

Technical specifications

Features	MP-10 PRO
System	OPOS (Objective Portable Operating System) and RX (Real eXperience) Technology. Multitasking, Upgradable Operative System
Sound Engine	KORG EDS (Enhanced Definition Synthesis) - 118 Voices max.
Sounds	880 Sounds (including Stereo Grand Piano) + 40 Drumkits
Effects	13 (9 for Tone Generator + 4 for TC-Helicon Vocal Processor) - Microphone: 1 Reverb + 1 Delay + 1 Compressor + 2 Equalizer – Players: 2 Reverb + 2 Modulation FX + Track Equalizer - Midi Keyboard: 1 Reverb + 1 Modulation FX + Track Equalizer - Master FX: 10 Types
Display	Color TFT TouchView™ (320 x 240 pixel) - Screen Saver (on external video)
Players	2 Independent Players (Supported formats: MID, MID+G, KAR, MP3 + lyrics, MP3+G) - GM2 Sound compatibility - Pitch Shifter, Time Stretching and Advanced Vocal Remover on MP3 songs - Lyrics, Chords and Score display - Easy Song Edit - Library (Advanced Data Base) - iPod® detect - Pre-Listen function
Other Features	Voice Processor Technology by TC-Helicon: Three-part Harmonizer - User Friendly Interface - iPod® compatibility - USB PC Keyboard connection – Multi layout support - Multi-language extended character set (Windows® 1250 -1251 - 1252 - 1253 - 1254 - 1257) - Internal 120GB HD - Video interface NTSC/PAL
Panel Controls	
Players	2 Sequencers with separate Play/Pause, Cue, RWD, FFW - Crossfader (To Left - To Right - Auto - Centre - Next) - Motorized Crossfader (60 mm) + 2 Player Volume faders (30 mm) - Shuffle - Repeat - Tempo - Lyrics - Melody On/Off
Pad / Switch	4 Assignable Pad/Switch
Menu	Video - Mixer - Playlist - Library - Global - Media
Microphone	Mic1 On/Off - Mic 2 On/Off - Talk - FX - Choir - Mic1 Level - Mic2 Level - Choir Level
Controls	Master Output Level Stereo Meter - 2 Song Activity LEDs - HD Activity LED - 2 Mic Input LEDs - Transpose +/- - Find - Quick Access Key - Rotary Encoder with Push Switches (Up, Down, Left, Right, OK, Exit) - Master Volume knob - 2 Mic Gain knobs - Headphone Volume knob - Power On/Off Switch
Connectors / Terminals	
MIDI	In / Out
Audio	Headphones (1/4" jack) - Outputs (Left/Mono, Right - 1/4" jack: Unbalanced) - Inputs (Mic 1, Mic 2 - XLR: Balanced)
Video	Video Composite - S-Video
Pedals	Damper - Assignable Pedal/Footswitch
USB	2 Host (2.0 Hi Speed) - 1 Device (1.1 Full Speed) - 1 Power - 1 PC Keyboard

Physical / Accessories	
Dimensions (L x W x H)	13.7 x 10.2 x 2.75 inch (350 x 260 x 70 mm) - 16.2 x 12.8 x 3.6 inch (413 x 326 x 92 mm) (including handle, knobs and studs)
Power Supply	DC 12V external power supply (supplied)
Consumption	18 Watt
Weight	6.6 lbs. (3 kg)
Accessories	AC Adapter (cod. TRA0010001) - User's Manual - Travel Bag
Options	PS-1 Switch Pedal, DS-1H Damper Pedal - XVP10 Expression/Volume Pedal - EXP2 Expression Pedal

MIDI Implementation Chart

Function...	Transmitted	Recognized	Remarks
Basic Channel	1-16 1-16	1-16 1-16	Memorized
Mode	X *****	Mode 3 X	
Note Number	0-127 *****	0-127 0-127	
Velocity	0 9n, V=1-127 X V=64	0 9n, V=1-127 X	
After Touch	0 0	0 0	Sequencer data only *1 *1
Pitch Bend	0	0	
	0,32	0	Bank select *1
	1, 2	0	Modulation, Breath *1
	6,38	0	Data entry MSB, LSB *1
	7,11	0	Volume, Expression *1
	10	0	Pan *1
	64, 66, 67	0	Damper, Sostenuto, Soft *1
	65,5	0	Portamento on/off, Portamento Time *1

Control Change	71 72, 73 74, 75 76, 77, 78 91, 93 98, 99 100, 101 120, 121	O O O O O O O O	O O O O O O O O	O O O O O O O O	Harmonic Content EG time (Release, Attack) Cutoff, Decay Vibrato rate, depth, delay Reverb Send, Chorus Send NRPN (LSB,MSB) RPN LSB,MSB All sounds off, Reset all controllers	*1 *1 *1 *1 *1 *1,2 *1,3 *1
Program Change	True number	O *****	O 0-127	O 0-127		*1
System Exclusive		O		O		*4
System	Song Position Song Select	X X		X X		
Common	Tune Request	X		X		
System Real Time	Clock Commands	X X		X X		
Aux Messages	Local On/Off All Notes Off Active Sensing System Reset	X X O X		X O O X	(123-127)	
Notes	<p>*1: Sent and received when MIDI Filters In and Out are set to Off in Global/Midi</p> <p>*2: Sound Parameters</p> <p>*3: LSB, MSB = 00,00: Pitch Bend range, = 01,00: Fine Tune, = 02,00: Course Tune.</p> <p>*4: Includes Inquiry and Master Volume messages, FX settings, Quarter Tone settings. GM Mode ON</p>					

Mode 1 : Omni On, Poly
Mode 3 : Omni Off, Poly
Mode 2 : Omni On, Mono
Mode 4 : Omni Off, Mono
O : Yes
X : No

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